ASTRAL HORIZON

A Sci-Fi World

Yellowbyte Studios

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IN A NEW SCI-FI WOLD: THE ASTRAL HORIZON GALAXY

ASTRAL HORIZON

A Sci_Fi World

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Yellowbyte Studios is a team of 6 professional book writers, dedicated to creating the highest quality supplements and adventures for GMs and players alike. Our team of talented writers hails from across Europe, each bringing their own unique perspective and expertise to our work.

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Sci-Fi Pantheon

SPELLCRAFTING
A Spell Creation System
Yellowbyte Studios

Spellcrafting

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Chapter 1

Introduction

THIS BOOK IS INTENDED AS A SUPPLEMENT TO THE EXISTING RULESET AND SHOULD BE TREATED AS SUCH. IT IS NOT intended to completely replace the existing rules or introduce entirely new ones. Rather, it is designed to help you adapt to a new setting, while still retaining the basic rules for combat, movement, spellcasting, and other core elements as outlined in the player's handbook.

However, it's worth noting that this supplement does provide some modifications to the rules for races and classes. As you progress through the following chapters, you will find detailed explanations of how these changes should be implemented. By following these guidelines, you can create a more customized and immersive experience for your players, tailored to the specific needs of your sci-fi campaign.

Using this book

This book is intended as a supplement to the existing ruleset and should be treated as such. It is not intended to completely replace the existing rules or introduce entirely new ones. Rather, it is designed to help you adapt to a new setting, while still retaining the basic rules for combat, movement, spellcasting, and other core elements as outlined in the player's handbook.

In other words, this supplement is not intended to upend the established rules, but rather to provide additional guidance and options for players who wish to explore different aspects of the game. As such, the core rules should be considered the default unless explicitly stated otherwise within the pages of this supplement.

However, it's worth noting that this supplement does provide some modifications to the rules for races and classes. As you progress through the following chapters, you will find detailed explanations of how these changes should be implemented. By following these guidelines, you can create a more customized and immersive experience for your players, tailored to the specific needs of your campaign.

Book Summary

In the upcoming chapters, you will find a wealth of information pertaining to this captivating new sci-fi world. Not only will you delve into the intricacies of this setting, but you will also discover a host of additional rules that can be seamlessly integrated. These rules have been carefully crafted to enhance your gaming experience and add a dynamic layer to your adventures.

One of the most exciting aspects of this book is the introduction of nine new races, each with their own unique characteristics and abilities. From enigmatic extraterrestrial beings to cybernetically enhanced humans, these races offer players a plethora of choices when creating their characters. Whether you seek to embody the wisdom of ancient alien civilizations or harness the power of advanced technology, these races will truly expand the horizons of your imagination.

Furthermore, the book includes a staggering array of thirteen new classes. These classes, while still rooted in the foundation laid by the Player's Handbook, evolve in distinct and captivating ways within the sci-fi setting. Whether you aspire to be a robot with high-tech weaponry as a Paragon or harness the elemental energies of the cosmos as an Elementalist, the choices are as vast and diverse as the stars themselves. Each class brings its own unique abilities, playstyles, and narrative possibilities, ensuring that there is a perfect fit for every player's preferences.

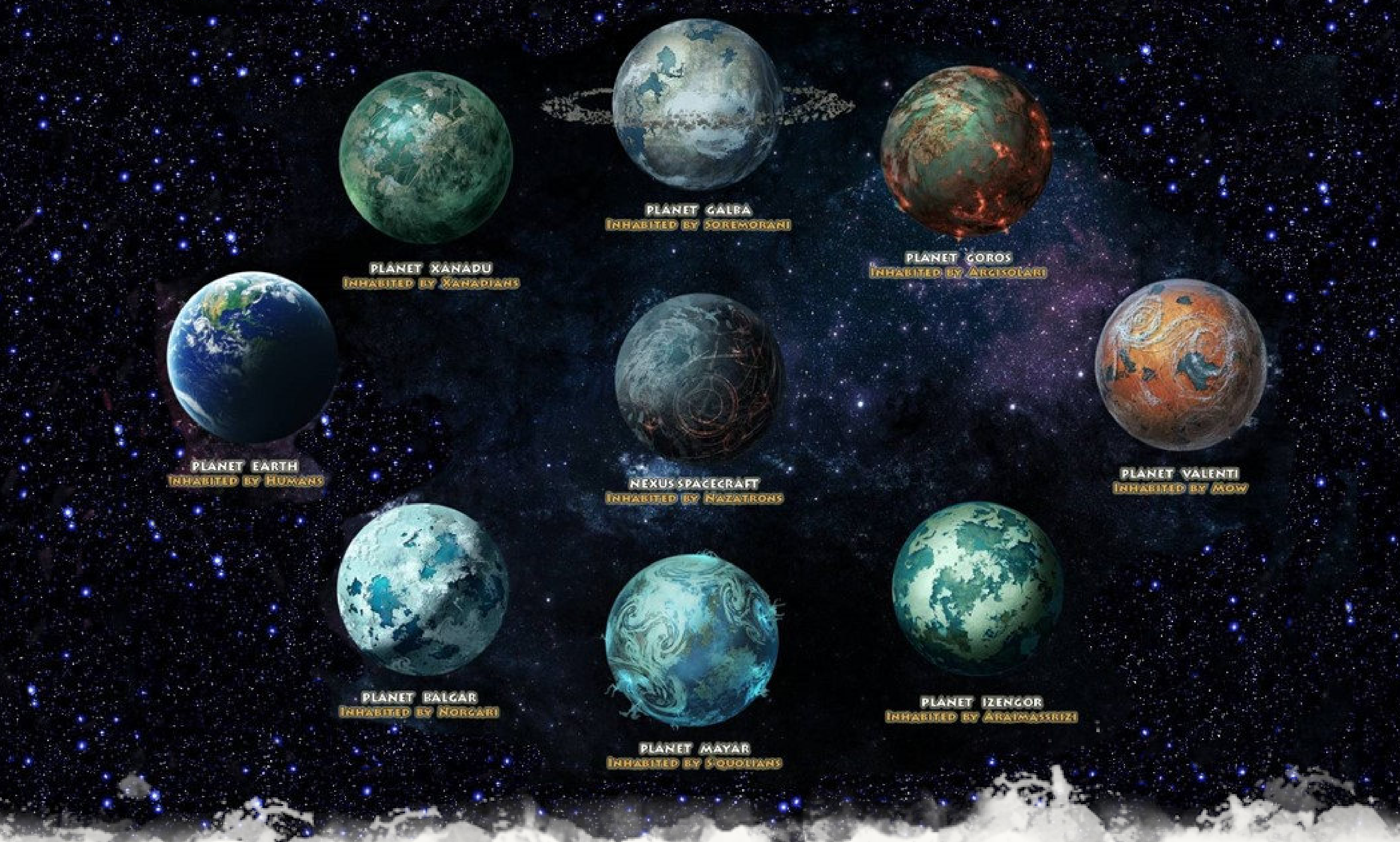
To further enrich your character creation process, the book offers an array of new backgrounds and feats tailored specifically for the sci-fi setting. These backgrounds provide a rich tapestry of stories, offering unique hooks and connections within the world. Meanwhile, the new feats empower your character with specialized abilities and talents, further enhancing their prowess and versatility in this futuristic realm. Your imagination is the only limit as you explore the depths of this new sci-fi world and embark on thrilling adventures.

Our "Sci-Fi" Series

You can already find our best-selling **Sci-Fi Monster Manual** and **Sci-Fi Pantheon**, which belong to our captivating sci-fi world. These books serve as gateways into a realm teeming with fantastical creatures and powerful deities. However, the excitement doesn't end there, as we are thrilled to announce that more books are on the horizon for our "Sci-Fi" series.

In the near future, we will be unveiling a plethora of new additions to further enrich your gaming experience. Prepare yourself for a collection of thrilling adventures that will transport you to the farthest reaches of the galaxy. Encounter uncharted planets, hold futuristic magic items, engage in epic battles, and unravel mysteries that span the cosmos.

Stay tuned for the upcoming releases, as we continue to ignite your passion for exploration, adventure, and the unknown worlds of science fiction!


PLANET GALBA
INHABITED BY SOREMORANI
PLANET XANADU
INHABITED BY XANADIANS
PLANET GOROS
INHABITED BY ARGISOLARI
PLANET EARTH
INHABITED BY HUMANS
NEXUS SPACECRAFT
INHABITED BY NAZATRONS
PLANET VALENTI
INHABITED BY MOW
PLANET BALGAR
INHABITED BY NORGARI
PLANET IZENGOR
INHABITED BY ARAIMASSRIZI
PLANET MAYAR
INHABITED BY S'QUOLIANS

The Sci-Fi World

The universe in which our Sci-Fi world takes place is strikingly similar to our own, drawing inspiration from a rich tapestry of sci-fi pop culture while weaving in delightful fantasy elements. Within this expansive cosmos, we encounter a diverse array of beings: Psions, whose minds possess extraordinary abilities; Elementalists, masters of the elemental forces; advanced Artificial Intelligences, showcasing the pinnacle of technological achievement; and even the undead, brought back from the realm of mortality. However, their coexistence is far from harmonious, often marred by conflicts and tensions that add depth to the intricate tapestry of our universe.

The Astral Horizon Galaxy

The galaxy in our world is known as the **"Astral Horizon"**. It encompasses a vast expanse of celestial wonders, teeming with awe-inspiring phenomena and captivating mysteries. Within this splendid galaxy, there exist eight distinguished solar systems, each bearing the name of its principal planet. These eight planetary realms, alongside the esteemed Nexus Spacecraft, constitute the primary centers of habitation and activity within the Astral Horizon.

As one ventures deeper into the Astral Horizon, traversing the cosmic highways that connect these planetary enclaves, they will encounter a tapestry of life and possibility. Thriving colonies, bustling trade hubs, and awe-inspiring space stations dot the interstellar landscape, weaving a narrative of innovation and interconnectivity.

The Astral Horizon stands as a testament to the grandeur and infinite possibilities that lie beyond the boundaries of our own world. It beckons dreamers, scientists, and explorers to embark on a voyage of discovery, unveiling the secrets of the universe and unraveling the enigma of our place within it.

Known Planets

Planet Name	Main Inhabitants
Xanadu	Xanadians
Galba	Soremoranis
Goros	Argisolari
Valenti	Mow
Izengor	Araimassrizi
Mayar	S' Quolians
Balgar	Norgari
Earth	Humans
The Nexus (Spacecraft)	Nazatrons

CURRENT GALAXY STATE

At this pivotal point in the evolutionary tale of our galaxy, we find ourselves witnessing the emergence of a formidable force dedicated to maintaining peace throughout the cosmos—the galactic peace-keeping alliance, known as the "Galactic Council."

The Galactic Council stands as an amalgamation of diverse member races, each represented by an appointed delegate. Among these esteemed races are the Nazatrons, S' Quolians, Xanadians, Soremorani, Mow, Argisolari, Norgari, Araimassrizi, and Humans. Placing their unwavering trust in the Nazatron Mainframe, these races rely on its capabilities to ensure their awareness and protection against the potential perils that lurk within the vast expanse of the universe. With the authority to summon and deploy Council Agents, the Nazatron Mainframe plays an improtant role in responding to emerging situations swiftly and effectively.

While the day-to-day operations are often managed autonomously, a comprehensive gathering of the Council becomes necessary only when decisions of profound significance are to be made. Such occasions include determining the overarching objectives of the alliance or embarking on monumental endeavors, such as the inclusion of a new member race. To approve these momentous choices, a robust 2/3 majority consensus among the Council members is required, ensuring a balanced and democratic decision-making process.

FIRST CONTACT FOR THE HUMAN RACE

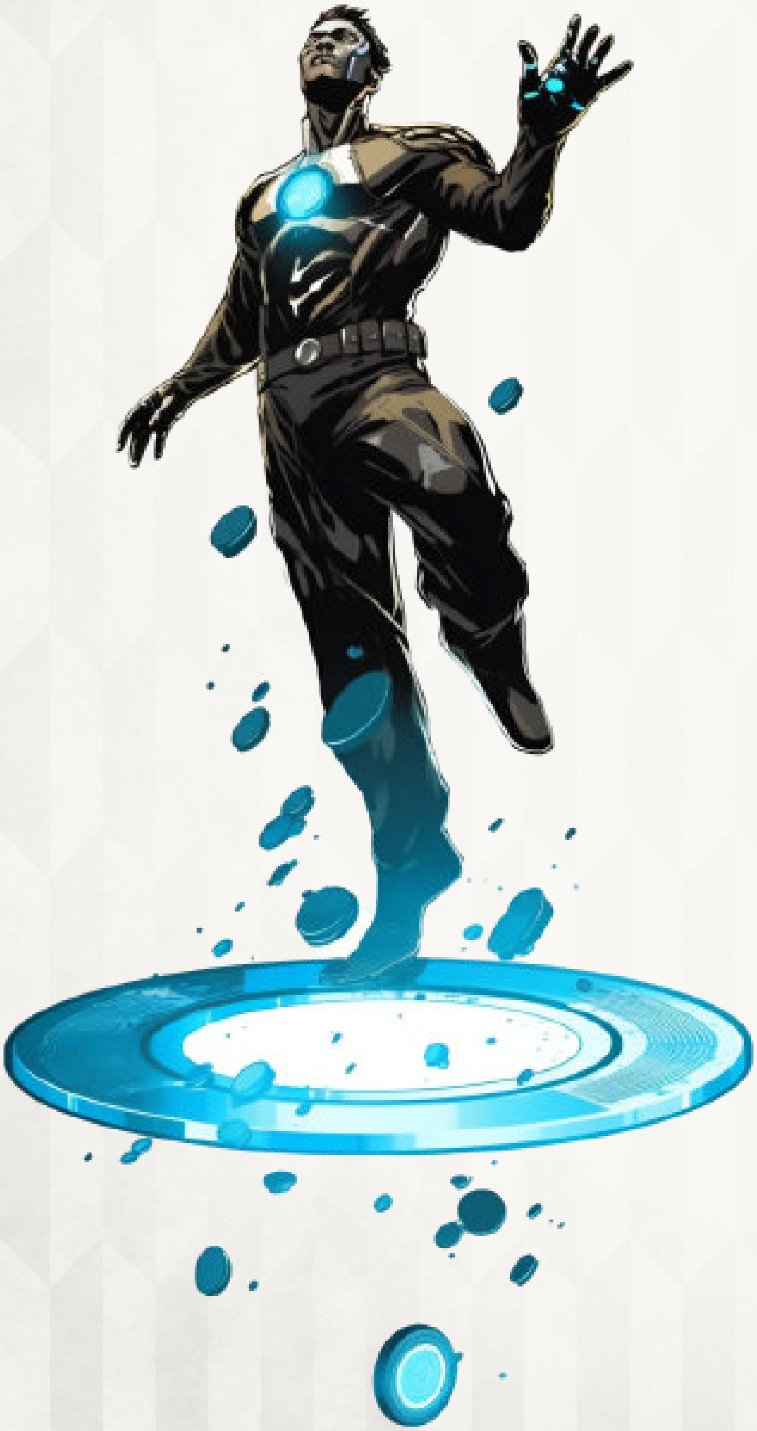
The dramatic entrance of the Council onto Earth marked a turning point in human history. The decision to invite humans into the galactic community had been a contentious one, with only the Argisolari and the Mow standing in agreement. Nevertheless, the Council was determined to bridge the gap between species and extend a hand of friendship.

Roth Syler, the Xanadian council representative, possessed immense psychic powers and was chosen to deliver the message to the United Nations Assembly. With careful planning and covert operations, he was able to infiltrate the assembly unnoticed. The tension in the room was palpable as world leaders and diplomats gathered, unaware of the impending revelation.

The opening statements commenced, and just as the anticipation reached its peak, Roth Syler unveiled himself, his presence immediately capturing the attention of everyone in the room. The crowd's initial shock and fear were swiftly quelled by his psionic abilities, which radiated a calming aura. It was a display of power and control that left a lasting impression on the gathered representatives.

In his commanding voice, Roth Syler conveyed a message of peace and harmony, explaining the Council's decision to invite humanity into the galactic community. He spoke of the wonders of the universe, the myriad of civilizations that coexisted among the stars, and the countless possibilities that awaited humanity if they embraced this new path.

As his words resonated throughout the assembly, the impact of the revelation began to sink in. Pandemonium erupted once the effects of Roth Syler's powers wore off. Some delegates were overwhelmed with excitement and wonder, while others reacted with skepticism and fear. The sheer magnitude of this revelation would take time for humanity to fully comprehend.



To silence the disbelievers and quell the doubts that lingered, the Council made the bold decision to transport the Nexus, a massive and awe-inspiring space station, into Earth's orbit. Its imposing presence served as a visual testament to the reality of extraterrestrial life and the vastness of the universe.

THE GALACTIC COMMUNITY

The transition of humans into the galactic community was far from smooth. Many years of turmoil followed the initial contact. Humanity grappled with the enormity of the revelation, questioning their place in the cosmos and the implications it held for their society, culture, and belief systems. Some feared that embracing the galactic community would jeopardize their autonomy and lead to the loss of cherished traditions.

Governments and organizations scrambled to adapt to the new reality. Scientific and technological advancements surged forward as humanity sought to catch up with the knowledge and capabilities of their newfound cosmic neighbors. The pursuit of space exploration took on a renewed vigor as humans yearned to understand the mysteries of the universe and unlock its vast potential.

Even as the years turned into decades, the voices of dissent remained persistent. Some argued that humanity was not ready to become part of the galactic community, citing the potential dangers and the loss of individuality. These dissenting voices often resonated with those who felt a deep attachment to their earthly roots and feared the erosion of their cultural identities.

Despite the ongoing debate and occasional setbacks, humanity gradually grew more accepting of their role in the galactic community. Cooperation and cultural exchange between different species became more commonplace. Trade flourished, knowledge was shared, and alliances formed. The once-distant stars became more accessible as humans began venturing into space, colonizing nearby planets, and establishing their own outposts.

As the years passed, humanity realized that they had much to offer the galactic community. Their unique perspective, creativity, and resilience proved to be valuable assets in a universe teeming with diverse species and civilizations. They contributed to the ongoing pursuit of knowledge, art, and science, enriching the collective tapestry of the galactic community.

Today, 50 years after the momentous First Contact, humanity continues to thrive and evolve within the galactic community. The integration of humans into the cosmic tapestry brought about profound changes in their society, culture, and worldview. The once-isolated Earth became a hub of interstellar diplomacy, trade, and cultural exchange.

Chapter 2

Addittional or Variant Rules

THE GALAXY PRESENTS A MULTITUDE OF UNIQUE CIRCUMSTANCES THAT PLAYERS DELVING INTO CLASSIC DUNGEONS might never encounter. Within this expansive environment, they can discover a wide array of new weapons, armors, and countless other intriguing elements. This chapter aims to acquaint both the Game Master (GM) and the players with these exciting additions. Not only will you be equipped with the necessary rules to kickstart your journey in a Sci-Fi setting, but you are also encouraged to incorporate your own imaginative ideas into your campaign.

By venturing beyond the conventional realms, adventurers will be immersed in a realm where the boundaries of possibility are stretched, and the unknown beckons with irresistible allure. In this vast expanse of the cosmos, ancient artifacts, advanced technologies, and enigmatic beings await discovery. Picture your characters armed with cutting-edge plasma rifles, clad in futuristic nano-fiber armors, and equipped with cybernetic enhancements that blur the line between man and machine. These astonishing marvels of science fiction can both inspire and challenge your party, opening doors to uncharted territories of imagination.

Ability Score: Sanity

The galaxy is an exciting place to live, but it can be quite challenging for one's mental stability. Every day brings forth new tests and tribulations, each of them unique in their own way. It is said that those with a high level of sanity possess a level-headedness that remains unshakeable even in the face of the most insane circumstances. On the other hand, individuals with a low level of sanity are easily unbalanced, their minds breaking apart at the mere sight of eldritch horrors that exist beyond the realm of normal reasoning.

Sanity Checks

You might be required to perform a Sanity check instead of an Intelligence check when attempting to recall information about the enigmatic and otherworldly creatures of madness. This could involve delving into the depths of your mind to extract knowledge about these entities or trying to make sense of the ramblings of deranged individuals. Additionally, a Sanity check might be necessary when engaging in the following activities:

- Deciphering inscriptions or texts written in a language so profoundly alien that the mere act of reading it poses a threat to one's sanity.
- Overcoming the lingering effects of madness that have afflicted a character, seeking to regain a semblance of stability and mental clarity.
- Grasping the intricacies of a form of alien magic that defies conventional understanding, delving into forbidden tomes of arcane knowledge.

Sanity Saving Throws

You might be required to make a sanity saving throw when a character faces the possibility of succumbing to madness. This typically occurs in various situations, including:

- Witnessing an alien planet's awe-inspiring sights, which can overwhelm the mind of an individual who encounters such extraterrestrial beauty for the first time.
- Engaging in direct telepathic communication with an alien creature, which can expose the character to unfathomable thoughts, perspectives, and experiences that may strain their sanity.
- Enduring the effects of spells specifically designed to disrupt and destabilize one's mental equilibrium, thereby testing their resilience against such assaults on their psyche.
- Venturing through a portal that operates on the principles of unknown and alien physics, as the very nature of traversing these portals challenges one's comprehension of reality, potentially causing psychological distress.
- Resisting the influence of an attack or spell that inflicts psychic damage, which can assault the character's mind directly and disrupt their mental stability, necessitating a sanity saving throw to maintain composure.

These scenarios are just a few examples of situations where characters face mental challenges, and in each case, the potential strain on their sanity warrants a sanity saving throw to determine whether they can resist the adverse effects and retain their mental well-being.

FAILING A SANITY SAVING THROW

A failed Sanity save could potentially lead to short-term, long-term, or indefinite madness, as determined by your Game Master (GM).

Whenever a character experiences long-term or indefinite madness, their Sanity is diminished by 1. However, it's worth noting that certain spells have the ability to restore Sanity that has been lost in this manner, and characters can also increase their Sanity through normal level progression.

CONDITIONS

In order to maintain a realistic atmosphere, the Game Master (GM) has the ability to introduce the following conditions into your game. These conditions add an extra layer of challenge and immersion to the gameplay.

DAZZLED

A dazzled creature experiences impaired vision due to excessive eye stimulation, resulting in disadvantages on attack rolls, search checks, and spot checks (also known as Perception checks). The duration of this condition varies depending on the source of the effect, and it is ultimately at the discretion of the Game Master (GM) to determine the recovery time.

SLOWED

A creature that is slowed has its movement speed reduced to half of its normal walking speed for each round.

STAGGERED

A character who is staggered can only take either an action or a move action during each round, but not both.

COMBAT ATTEMPTS

Sometimes, particularly in a science fiction setting, there may be situations where you wish to employ one of the following approaches during combat. Let's now delve into the clarification of how these approaches should be resolved. It is important to note that these rules are optional and can be used at your GM's discretion.

DISARM ATTACK

You may try to disarm your opponents by launching a precise weapon attack aimed at knocking a weapon or any other item from their grasp. Here's how it works:

- **Attack Roll:** Declare your intent to perform a Disarming Attack and make an attack roll against your target.
- **Contest:** Your attack roll is contested by the target's choice of either a Strength (Athletics) check or a Dexterity (Acrobatics) check.
- **Outcome:**
  - If you win the contest, your attack causes no damage or any other adverse effects, but the defender is forced to relinquish the item as they drop it involuntarily.
  - In case you lose the contest, the defender seizes the opportunity to retaliate with an immediate opportunity attack against you.

Additional Considerations:

- **Two-Handed Items:** If the target is firmly gripping the item with both hands, you face a disadvantage on your attack roll, making it more challenging to successfully disarm them.
- **Size Advantage/Disadvantage:** The target gains an advantage on their ability check if they are larger than you, as their superior size offers better stability. Conversely, if the target is smaller, they suffer a disadvantage on the ability check due to their diminished ability to withstand the force of your attack.

PUSH ATTACK

As part of your Attack action, you have the ability to perform a specialized melee attack to forcefully push a creature. This maneuver can either be used to knock the target prone or to push them away from your position. If you possess the capability to make multiple attacks with your Attack action, you can substitute one of those attacks with this push attack. It's important to note that the target you wish to push must not exceed one size larger than you, and they must be within your reach.

To determine the success of your push, you engage in a contest of strength. You make a Strength (Athletics) check, which is then opposed by the target's choice of either Strength (Athletics) or Dexterity (Acrobatics) check. If you emerge victorious in this contest, you gain the option to either knock the target prone or forcefully push them up to 5 feet away from your current position.

NANO-SYRINGES

Nano-syringes are a common feature in this galaxy, functioning similarly to potions found in the classic world of Fifth Edition gaming. With the aid of advanced technology, the inhabitants of this universe have been able to develop a wide range of nano-syringes, each with unique and often bizarre effects.

MIXING NANO-SYRINGES

You can inject one nano-syringe while still under the effects of another, or you can combine several nanosyringes into a single one to enhance their effects. However, it's important to note that the peculiar ingredients used in creating nano-syringes can lead to unpredictable interactions.

When you decide to mix two nano-syringes together, the Game Master (GM) will roll on the Nano-Syringe Miscibility table. If you choose to combine more than two nanosyringes, the GM will roll again for each additional nano-syringe, taking into account the results of the previous rolls. The additional effects resulting from the mixture will occur only after the nano-syringe is injected, and their nature cannot be determined beforehand unless specifically stated otherwise.

NANO-SYRINGE MIXING TABLE

1d100	Additional Effect
1	The mixture **instantly** creates a magical explosion, dealing 3d10 force damage to each creature within 5 feet of the mixer and 2d10 force damage to each creature within 10 feet of the mixer. If the nano-syringes were injected in succession, the mixer suffers 6d10 poison damage after 1d4 minutes instead.
2-8	The mixture becomes a poison of the GM's choice.
9-15	Both nano-syringes lose their effects.
16-25	One nano-syringe loses its effect. (GM's choise)
26-35	Both nano-syringes work, but with their numerical effects and durations halved. A nano-syringe has no effect if it can't be halved in this way.
36-90	Both nano-syringes work normally.
91-99	The numerical effects and duration of one nano-syringe are doubled. If neither nano-syringe has anything to double in this way, they work normally.
100	Only one nano-syringe works, but its effect is permanent.

ROLLING 100

On this rare occasion, the effect of a single nano-syringe becomes permanent, as mentioned in the table above. The Game Master (GM) has the liberty to select the simplest effect or the one that seems the most entertaining to make permanent.

For instance, a nano-syringe of healing could potentially augment the drinker's hit point maximum by 4, while a nano-syringe of etherealness might permanently ensnare the user within the Ethereal Plane. As per your discretion, an appropriate spell such as dispel magic or remove curse may be employed to terminate this enduring effect.

SPELL TABLETS

In a world as advanced as our galaxy, the use of spell scrolls has become exceedingly outdated. However, the allure of mysterious magic persists, and spells can now be inscribed in peculiar ways within digital tablets. These tablets, equipped with password protection or even robust encryption, serve to safeguard the valuable knowledge concealed within their digital confines.

UNLOCKING A SPELL TABLET

Unlocking a spell tablet can prove to be a challenging endeavor, often bordering on the realm of impossibility. When a character attempts to unlock a spell tablet, they must successfully pass an Intelligence (Technology) check to overcome the intricate mechanisms protecting its secrets. To determine the difficulty of the task, refer to the Spell Tablet Unlock table, which provides the necessary DC for a character to meet in order to successfully unlock the spell tablet. It should be noted that the time required to comprehend, learn, or cast the spell concealed within the tablet is left to the discretion of the Game Master (GM).

SPELL TABLET UNLOCK TABLE

DC	Spell Tablet Protection
3	Unlocked
10	Password Protected
15	Encrypted
20	Encrypted & Password Protected
25	Encrypted, Password & Biometrics Protected

SPELL TABLET MISHAPS

Spell tablets can prove challenging to comprehend, even once unlocked. In the event of an unsuccessful attempt to cast a spell from a spell tablet, you are required to make a DC 12 Intelligence saving throw. Should you fail to meet this saving throw, roll a 1d6 on the Spell Tablet Mishaps table, and the Game Master will determine the specific effect, if necessary. It is important to note that the nature of the effect remains unknown until it manifests itself.

SPELL TABLET MISHAPS TABLE

1d6	Spell Tablet Mishap
1	A surge of magical energy deals the caster 1d6 force damage per power level of the spell.
2	The spell affects the caster or an ally (determined randomly) instead of the intended target, or it affects a random target nearby if the caster was the intended target.
3	The spell's effect is contrary to its normal one, but neither harmful nor beneficial. For instance, a fireball might produce an area of harmless cold.
4	The caster suffers a minor but bizarre effect related to the spell. Such effects last only as long as the original spell's duration or 1d10 minutes for spells that take effect instantaneously. For example, a fireball might cause smoke to billow from the caster's ears for 1d10 minutes.
5	The spell activates after 1d12 hours. If the caster was the intended target, the spell takes effect normally. If the caster was not the intended target, the spell goes off in the general direction of the intended target, up to the spell's maximum range, if the target has moved away.

LANGUAGES

Every member race in our world possesses the ability to communicate using the Common language. However, beyond that shared tongue, each race also has its own distinct language, reflecting their cultural heritage and unique origins. When creating your character, you will naturally be fluent in Common and the language associated with your specific race. Additionally, you have the option to select one more language of your choice, further expanding your linguistic capabilities within the realms of the game.

HERO POINTS

You and your fellow adventurers possess extraordinary abilities, akin to superheroes, within the context of a typical Fifth Edition gaming campaign. To illustrate this distinction, each character is granted 5 **hero points** upon reaching 1st level. As characters progress and gain levels, any remaining hero points are forfeited, and a new total is calculated as 5 + half the character's level. These hero points serve as a valuable resource that can be expended by players during pivotal moments such as attack rolls, ability checks, or saving throws.

Hero points can be spent by players after the roll has been made, but before the outcome is determined. When a character decides to spend a hero point, they must deduct 1 from their total pool. Furthermore, the player is required to vividly describe the heroic action their character undertakes. The Game Master then assesses the description provided and, upon approval, allows the player to roll a 1d6 and add the result to their initial roll.

This mechanic offers the opportunity to change a potential failure into a success. However, it is important to note that only one hero point can be expended per roll, ensuring a balanced use of this powerful resource.

HEROIC WILL

Whenever a character fails a death saving throw, they have the option to expend one hero point to transform the failure into a success. It's important to note that if the character has exhausted all of their hero points, they are unable to use this effect.

FIREARMS

In classic Fifth Edition gaming, firearms are almost non-existent, but in Astral Horizon firearms are not only a big deal but also extremely common. From laser blasters to plasma cannons, the denizens of this futuristic world rely heavily on firearms to defend themselves from the dangers that lurk around every corner.

AMMUNITION

The ammunition of a firearm is typically destroyed upon use. In the case of modern firearms, such as a minigun, they utilize bullets as their primary ammunition. On the other hand, futuristic firearms, such as laser pistols or laser rifles, operate through a distinct form of ammunition known as **Energy Cells**.

Unlike traditional bullets, Energy Cells are designed to harness and store a substantial amount of energy required for a single shot fired from their respective firearms. These advanced cells provide the necessary power to unleash the formidable energy-based attacks associated with futuristic weaponry.

RELOADING A FIREARM

A weapon with the reload property allows for only a limited number of shots before it needs to be reloaded. In order to reload the weapon, a character must use their action, assuming they possess enough ammunition to do so.

DAMAGE TYPES

In order to incorporate modern technology and firearm types or ammunition into the game, we are introducing new damage types. These damage types will add more depth and variety to the game, and give players new ways to approach combat encounters.

LASER

Laser damage counts as both fire and lightning damage for the purposes of resistance, immunity, and vulnerability. However, having resistance, immunity, or vulnerability to laser damage does not mean that you automatically have resistance, immunity, or vulnerability to its component types.

RADIATION

Radiation damage counts as both radiant and necrotic damage for the purposes of resistance, immunity, and vulnerability. Similar to Laser damage, having resistance, immunity, or vulnerability to Radiation damage does not mean that you automatically have resistance, immunity, or vulnerability to its component types.

EXPLOSION

Explosion damage counts as both fire and force damage for the purposes of resistance, immunity, and vulnerability. As with the other new damage types, having resistance, immunity, or vulnerability to Explosion damage does not mean that you automatically have resistance, immunity, or vulnerability to its component types.

ECONOMY

Trading continues to remain a crucial aspect of life in our galaxy, transcending boundaries and species. Each race diligently strives to navigate the ever-present economic battle that ensues among all member races. Just as adventurers in a Fifth Edition gaming world engage in the acquisition and exchange of goods and services, characters in this vast universe will find themselves immersed in a similar realm of buying and selling.

Whether bartering for essential items or seeking lucrative business opportunities, characters must navigate the intricacies of interstellar commerce. They may find themselves venturing into bustling marketplaces, negotiating with shrewd merchants, or delving into the depths of exotic trading outposts. With a diverse array of races, each bringing their own unique goods and services to the table, the galactic economy offers endless possibilities.

In this vibrant intergalactic marketplace, characters may encounter a myriad of trade routes, each bustling with interplanetary merchants, cargo ships, and bustling trade hubs. From the technologically advanced wonders of the elves to the resource-rich offerings of the dwarves, every race contributes to the economic tapestry, presenting a wealth of opportunities for enterprising individuals.

COINAGE

The official currency within the galactic realm is known as the **Talon** (T). It serves as a versatile means of exchange, facilitating the acquisition of nearly any item or service one may require. Talons possess dual existence, as they can be utilized in their physical manifestation as tangible coins or in the realm of digital transactions. Should the need arise to ascertain the corresponding value of an item denominated in gold pieces (GP) and its equivalent in Talons, remember that the established ratio is **1 GP = 20 Talons**.

STARTING WEALTH

When creating your character in Astral Horizon, it's important to note that the amount of starting wealth you receive will vary depending on the class you choose. To determine your starting wealth, simply refer to the Starting Wealth table provided below and add the corresponding amount of Talons to your character's possessions. This will ensure that your character is well-equipped and ready to embark on their adventures.

STARTING WEALTH TABLE

Class	Starting Talons
Astral Sniper	4d4 x 200 T
Desperado	5d4 x 200 T
Doomlord	4d4 x 200 T
Elementalist	2d4 x 200 T
Fallen Mage	4d4 x 200 T
Grenadier	3d4 x 200 T
Marauder	2d4 x 200 T
Mender	4d4 x 200 T
Paragon	2d4 x 200 T
Psion	1d4 x 200 T
Reaper	4d4 x 200 T
Sky Templar	3d4 x 200 T
Time Warden	4d4 x 200 T

BARGAINING

In the real world, it's common for the price of goods to be negotiable and to deviate from their exact value. This is no different in our world. Whenever a character wishes to buy or sell an item, they have the option to engage in bargaining. If a character chooses to do so, they must roll 1d(base value), and the final value will be equal to the result of that roll plus half of the object's base value.

To illustrate this point, let's take the example of a Laser Rifle with a base value of 2,650 T. To determine the price of the rifle after bargaining, the character must roll 1d2650+1325. This will result in a final value that reflects the outcome of the bargaining process.

NEW SKILLS

In their vast and exhilarating galactic adventures, characters will often find themselves in need of additional skills that go beyond those already mentioned in the Player's Handbook. Expanding their repertoire of abilities becomes crucial as they traverse the uncharted realms of space.

TECHNOLOGY (INTELLIGENCE)

The Technology skill, represented by your Intelligence attribute, encompasses your proficiency in repairing and comprehending constructs, weapons, firearms, and other technologically advanced items. It also gauges your capacity to engage in hacking endeavors utilizing your specialized Hacking Toolkit.

PSICRAFT (SANITY)

The Psicraft skill, linked to your Sanity attribute, reflects your aptitude in recollecting knowledge pertaining to psionic powers, items, disciplines, astral constructs, and various psionic species. It encompasses your understanding of the intricate lore surrounding the realm of psionics.

CRITICAL HITS

Modern weapons pose a greater threat compared to traditional weapons such as swords or arrows. In a classic Fifth Edition gaming game, a critical hit would typically result in increased damage. However, in the context of reality, it's not as straightforward. Regardless of the number of "hit points" a character may possess, being struck by a laser through the heart remains a lethal blow. While the inclusion of this rule is completely optional, it offers an opportunity to enhance combat by introducing additional elements of flavor and realism.

SCORING A CRITICAL

Each time a critical hit is confirmed against a creature, the attacker must roll 1d100 to determine the effect. This effect is then implemented after the damage has been dealt, based on the Critical Hit Effect table. However, if a creature lacks the necessary organ or the Game Master (GM) determines that the creature is immune to such an effect for other reasons, the d100 must be rerolled to determine a new critical hit effect.

CRITICAL HIT EFFECT TABLE

1d100	Effect
1 - 30	Soft Spot
31 - 45	Broken Arm
46 - 60	Broken Leg
61 - 70	Nerve Hit
71 - 80	Major Artery
81 - 85	Ruptured Stomach
86 - 90	Punctured Lung
91 - 95	Nervous System
96 - 100	Heart

SOFT SPOT

The attack struck a vulnerable "soft spot" on the body that is more susceptible to injury than other areas. This represents a classic critical strike. While other forms of critical hits deal normal damage, they also include a special effect.

BROKEN ARM

The attack cleaved, punctured, or shattered the bones in your arm, resulting in a broken arm. Along with taking damage, you now experience the consequences of this injury. You will suffer a -4 penalty to all Strength-based checks, whether they are skill checks, grapple checks, lifting checks, and more, with the exception of Jump. Additionally, you will face a -4 penalty on all attack rolls made with the affected arm. A broken arm does not heal naturally but can be restored through a DC 20 Medicine check or by receiving at least 8 points of healing. If it is relevant, you can determine which arm is affected by rolling a 1d2 or flipping a coin.

BROKEN LEG

The attack cleaved, punctured, or shattered the bones in your leg, resulting in a broken leg. In addition to the damage you've suffered, your mobility is severely hindered. Your movement speed is halved, rounded down, and you are unable to run or charge. Furthermore, you will face a -4 penalty on all checks that involve using your legs, such as Jump, Stealth, Balance, Tumble, and similar skills. Additionally, you will have a -4 penalty on all Dexterity saves that require the use of your legs, such as evading a falling boulder. Standing up from a prone position now requires a full-round action instead of a move action. Lastly, your Dexterity score is reduced by 1 until your leg is healed. Similar to a broken arm, a broken leg does not heal naturally but can be restored through a DC 20 Medicine check or by receiving at least 8 points of healing. If it is relevant, you can determine which leg is affected by rolling a 1d2 or flipping a coin.

NERVE HIT

The attack inflicted damage to an area with a high concentration of nerve endings. Besides taking damage, you experience intense pain as a result. You must make a DC 15 Constitution saving throw to resist the pain effect, otherwise, you will be staggered for 1d4 rounds.

MAJOR ARTERY

The attack ruptured a major artery, causing severe damage. In addition to the damage inflicted, you begin to bleed profusely. Each of your turns (or every minute outside of combat), you will take 1 damage as a result of the bleeding. Damage to a major artery does not heal naturally. However, with a DC 10 Medicine check, the bleeding can be slowed down, doubling the time required to take 1 damage (2 turns or 2 minutes outside of combat). A DC 15 Medicine check or healing at least 5 points of damage can fully heal a ruptured major artery.

RUPTURED STOMACH

The attack punctured your stomach, causing damage and resulting in a ruptured stomach that leaks corrosive digestive juices into your body. Every 6 rounds (or every half an hour outside of combat), you must make a DC 20 Constitution saving throw. Failing the save results in taking 1d8 points of poison damage. A ruptured stomach does not heal naturally but can be restored through a DC 20 Medicine check or by receiving at least 8 points of healing.

PUNCTURED LUNG

The forceful attack has inflicted significant damage to one of your lungs, resulting in a punctured lung. Apart from suffering the initial damage, you now have the additional burden of a compromised respiratory system. At the conclusion of each round of combat or during periods of rest outside of battle, your Constitution will gradually decrease by 1. Additionally, the impact of the injury leaves you in a state of staggered movement. It's important to note that a punctured lung does not naturally heal on its own. Repairing a punctured lung and restoring your Constitution requires either a successful Medicine check with a difficulty class (DC) of 25 or a minimum of 10 points of healing. However, even if your Constitution would be reduced to 0 due to the punctured lung, you will be instead reduced to 1. In such a scenario, regardless of your current overall health, you will be immediately reduced to -1 Hit Points. At this point, the rules governing damage to the Heart come into effect (outlined below).

NERVOUS SYSTEM

The attack has inflicted damage to a vital component of your body's infrastructure, specifically your brain, spinal cord, or another critical nervous organ. In addition to enduring the physical harm, you must roll a 1d4 to determine the corresponding effect of the nervous hit.

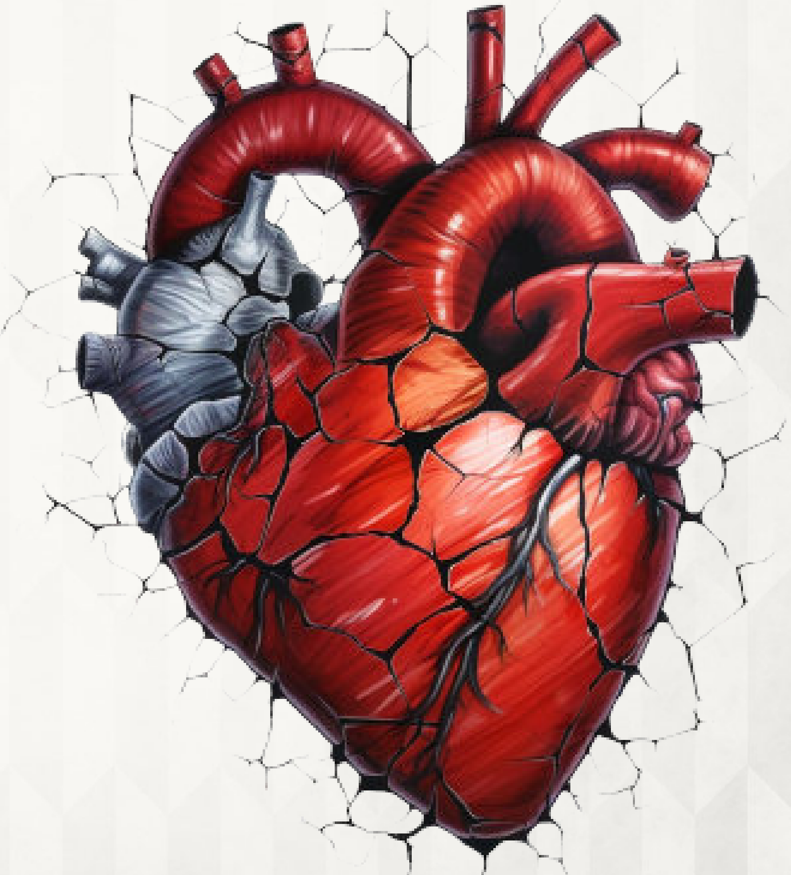
NERVOUS HIT EFFECT

1d4	Effect
1	Your Intelligence, Wisdom, and Charisma are all reduced by 4
2	You are knocked unconscious
3	Your Dexterity is reduced by 9
4	See the rule for Heart damage

Unlike natural healing, nervous hit damage requires intervention for recovery. Healing nervous hit damage is possible through a Medicine check with a DC of 25 or by receiving a minimum of 15 points of healing.

HEART

The powerful assault has caused severe damage to your heart, resulting in a ruptured state. To withstand this critical situation, you must succeed on a DC 25 Constitution saving throw; otherwise, you will immediately plummet to -1 Hit Points, regardless of your current state. You will be on the brink of death. Unlike normal attacks that cause negative hit points, stabilization does not occur naturally when the heart is ruptured. Moreover, the difficulty of a successful Medicine check to stabilize you increases to DC 25, and you will require a minimum of 10 points of healing to achieve stability. Even if healing brings your hit points into positive numbers, you will remain unconscious and in a dying state unless the healing received amounts to at least 10 hit points.



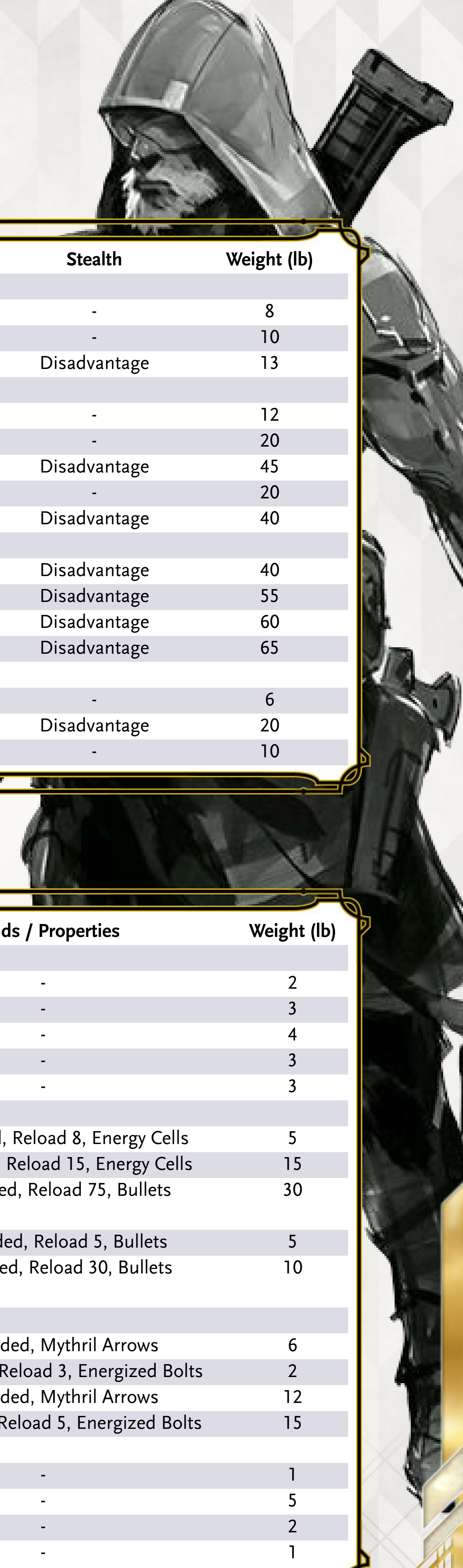
STANDARD ITEMS

ARMOR

Name	Cost	Armor Class (AC)	Stealth	Weight (lb)
Light Armor				
Simple Cape	100 T	10 + DEX Mod	-	8
Cloth Tunic	200 T	11 + DEX Mod	-	10
Leather Robe	900 T	12 + DEX Mod	Disadvantage	13
Medium Armor				
Astro-Suit	200 T	12 + DEX Mod	-	12
Leather Suit	1000 T	13 + DEX Mod	-	20
Iron Mail	1000 T	14 + DEX Mod	Disadvantage	45
Leather Breastplate	8000 T	14 + DEX Mod	-	20
Half Titanium Suit	15000 T	15 + DEX Mod	Disadvantage	40
Heavy Armor				
Iron Breastplate	600 T	14 + DEX Mod	Disadvantage	40
Titanium Heavy Armor	1500 T	16 + DEX Mod	Disadvantage	55
Platinum Suit	4000 T	17 + DEX Mod	Disadvantage	60
Full Adamantium Armor	30000 T	18 + DEX Mod	Disadvantage	65
Shields				
Iron Shield	200 T	+2	-	6
Titanium Shield	4000 T	+3	Disadvantage	20
Energy Shield	18000 T	+4	-	10

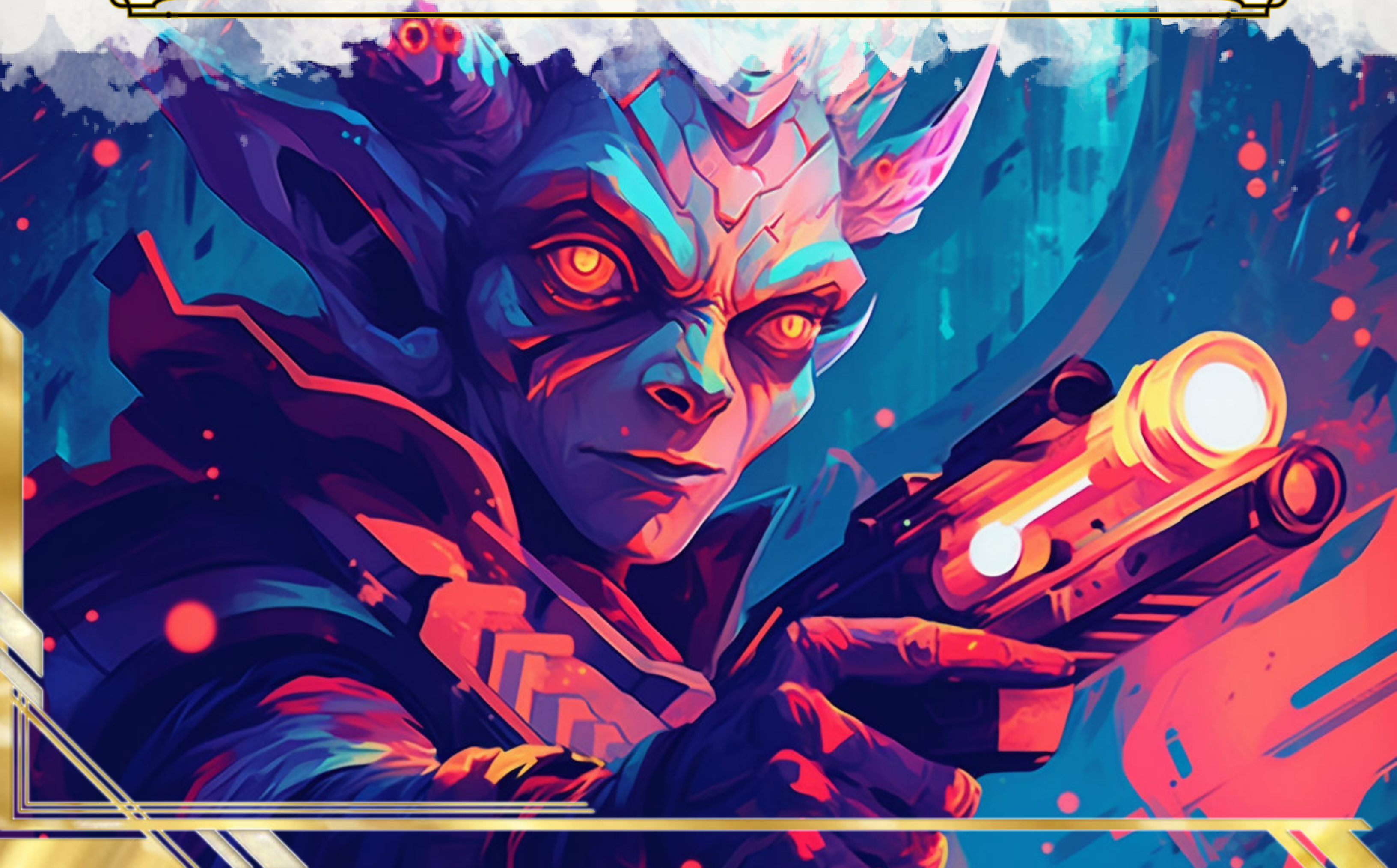
RANGED WEAPONS

Name	Cost	Damage - Range	Hands / Properties	Weight (lb)
Thrown				
Titanium Javelin	10 T	1d6 piercing – 30/120	-	2
Mithril Coated Spear	20 T	1d6 piercing – 20/60	-	3
Trident	100 T	1d8 piercing – 20/60	-	4
Energy Dart	200 T	1d8 slashing – 20/60	-	3
Mechanical Net	20 T	(Dex Save ; DC13) – 5/15	-	3
Firearms				
Laser Pistol	1100 T	2d6 laser – 10/120	One-Handed, Reload 8, Energy Cells	5
Laser Rifle	2650 T	3d6 laser – 30/200	Two-Handed, Reload 15, Energy Cells	15
Minigun	15000 T	9d2 piercing – 80/320 (5 ammo per attack)	Two-Handed, Reload 75, Bullets	30
Desert Eagle	2500 T	1d12 piercing – 10/120	One-Handed, Reload 5, Bullets	5
Uzi	8000 T	4d4 piercing – 50/180 (3 ammo per attack)	One-Handed, Reload 30, Bullets	10
Bows & Crossbows				
Mechanical Bow	500 T	1d8 piercing – 10/100	Two-Handed, Mythril Arrows	6
Tactical Crossbow	500 T	1d6 piercing – 10/60	One-Handed, Reload 3, Energized Bolts	2
Heavy Titansteel Bow	5600 T	1d12 piercing – 40/110	Two-Handed, Mythril Arrows	12
Adamantium Crossbow	9000 T	2d8 piercing – 50/160	Two-Handed, Reload 5, Energized Bolts	15
Ammunition				
Mithril Arrows (20)	40 T	-	-	1
Bllets (20)	50 T	-	-	5
Energy Cells (20)	60 T	-	-	2
Energized Bolts (20)	40 T	-	-	1



MELEE WEAPONS

Name	Cost	Damage	Hands	Weight (lb)
Simple Melee Weapons				
Iron Club	2 T	1d4 bludgeoning	One-Handed	3
Laser Dagger	40 T	1d4 laser	One-Handed	2
Iron Greatclub	4 T	1d8 bludgeoning	Two-Handed	10
Iron Handaxe	100 T	1d6 slashing	One-Handed	3
Cadmium Hammer	40 T	1d4 radiation	One-Handed	3
Mithril Mace	100 T	1d6 bludgeoning	One-Handed	4
Silver Staff	4 T	1d6 bludgeoning	Two-Handed	8
Iron Sickle	20 T	1d4 slashing	One-Handed	3
Martial Melee Weapons				
Crystalized Battleaxe	200 T	1d8 slashing	One-Handed	4
Iron Flail	200 T	1d8 bludgeoning	One-Handed	2
Huge Glaive	400 T	1d10 slashing	Two-Handed	8
Mechanical Greataxe	600 T	1d12 slashing	Two-Handed	8
Adamantium Greatsword	1000 T	2d6 slashing	Two-Handed	7
Mithril Halberd	400 T	1d10 slashing	Two-Handed,Reach	6
Titanium Lance	800 T	1d12 piercing	Two-Handed,Reach	6
Long Laser Blade	1000 T	1d8 laser	Two-Handed	3
Cadmium Maul	2000 T	2d6 radiation	Two-Handed	10
Iron Morningstar	300 T	1d8 bludgeoning	One-Handed	13
Platinum Pike	200 T	1d8 piercing	Two-Handed,Reach	18
Empowered Rapier	500 T	1d8 piercing	One-Handed	2
Golden Scimitar	700 T	1d6 slashing	One-Handed	5
Jade Shortsword	200 T	1d6 piercing	One-Handed	2
Adamantine Warhammer	400 T	1d8 bludgeoning	Two-Handed	5
Spiked Whip	100 T	1d4 slashing	One-Handed	3



CHAPTER 3

RACES OF THE GALAXY

YOUR CHOICE OF RACE HAS A SIGNIFICANT IMPACT ON various aspects of your character in the world of Fifth Edition gaming. It establishes core qualities that will resonate throughout your character's entire adventuring journey. When faced with this decision, it is essential to consider the type of character you envision playing.

The race you select not only influences your ability scores and traits but also serves as a foundation for shaping your character's story. Within each race's description found in this chapter, you will discover valuable information that can assist you in embodying a character of that particular race. This includes insights into their personality, physical appearance, societal features, and typical alignment tendencies. While these details are meant to offer guidance for roleplaying a character of that race, remember that adventurers can deviate significantly from the typical norms associated with their race.

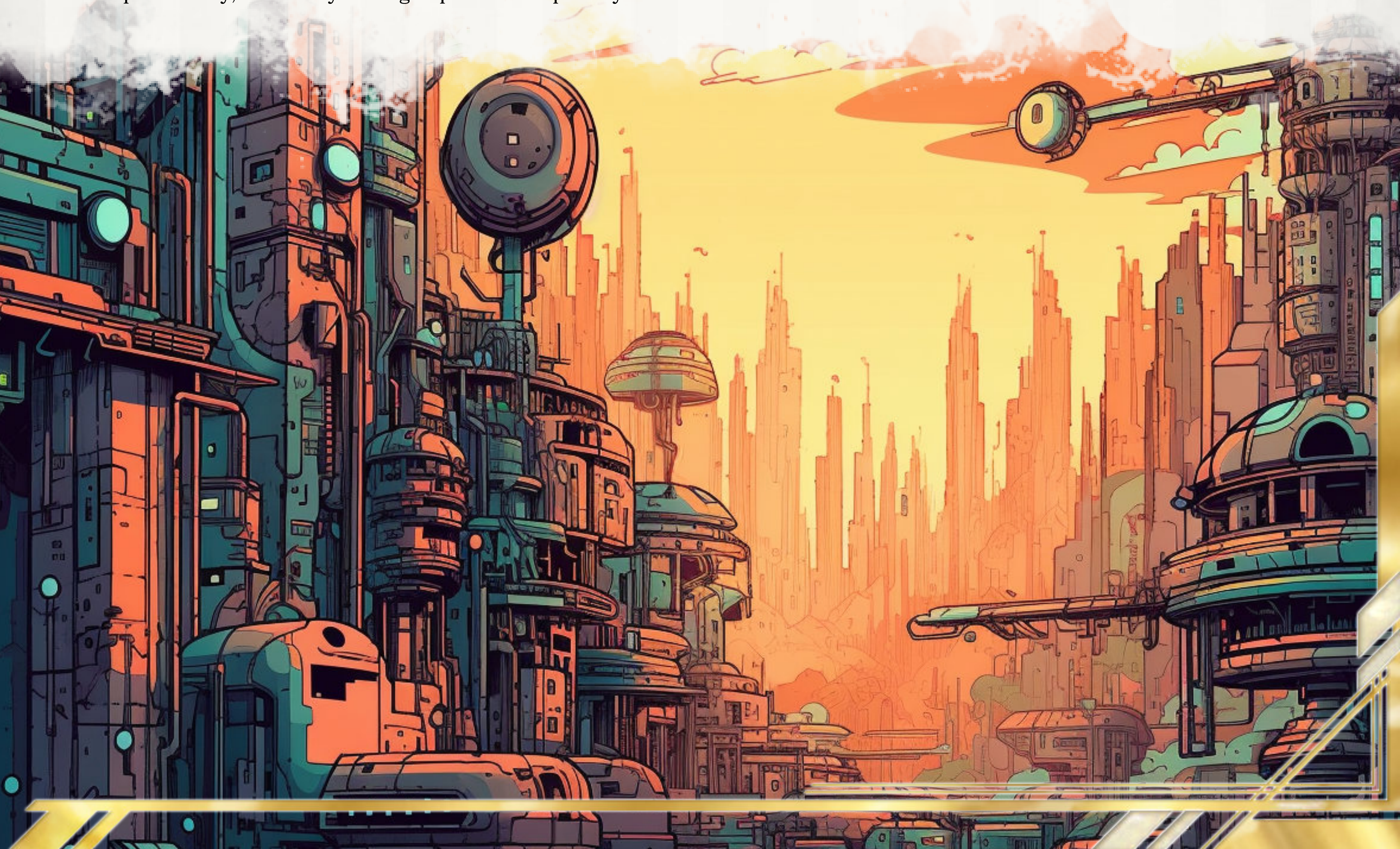
It's worthwhile to ponder why your character stands out or differs from their racial counterparts. Considering these unique qualities can provide valuable insight into your character's background and personality, ultimately adding depth to their portrayal.

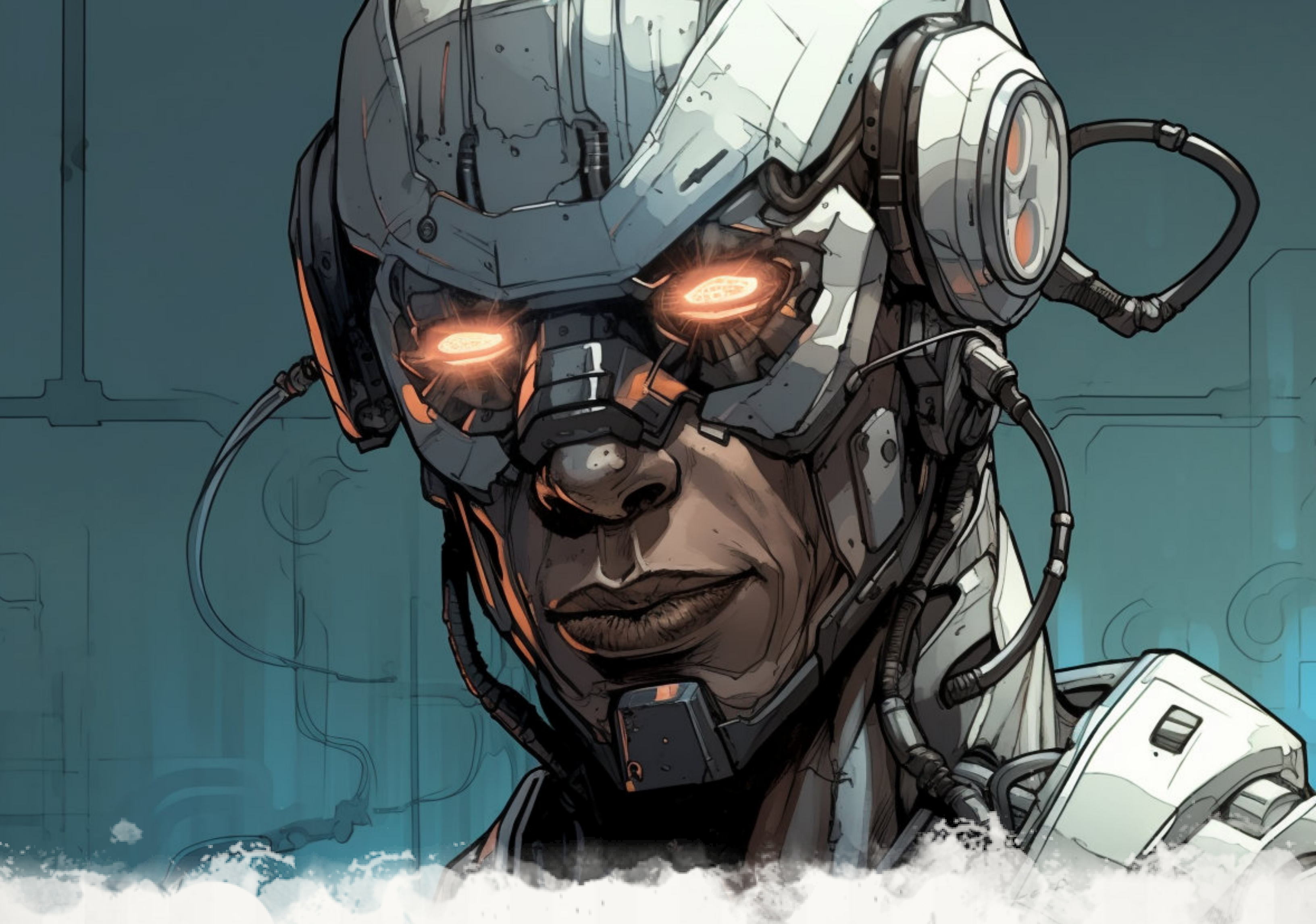
AVAILABLE RACES

The races mentioned in the Fifth Edition Player's Handbook are not available for selection in Astral Horizon, as the game is set in a distant future. Instead, players will have the following options for races:

1. ***Enhanced Humans***
2. ***Nazatrons***
3. ***Xanadians***
4. ***Soremoranis***
5. ***Argisolaris***
6. ***Mows***
7. ***Araimassrizis***
8. ***S'Quolians***
9. ***Norgaris***

Detailed information and lore about each of these races will be provided in the following chapters, allowing players to fully explore and embrace the unique characteristics and abilities of their chosen race in the world of Astral Horizon.





ENHANCED HUMANS

Enhanced humans are a broad category encompassing individuals who possess additional attributes or modifications, ranging from abilities and afflictions to mechanical add-ons or even astonishingly unique characteristics. These enhancements can be attained through various methods, with magic and technology being the most prevalent means of their creation.

ENHANCEMENT TYPES

Depending on the reason for their enhancement, certain types of enhanced humans appear more frequently than others. The following are the most common types:

Blindstrikers: The Blindstrikers are a curious contradiction in nature. Their name originates from their unique ability to manipulate light and their shared characteristic of being blind, possibly the result of a flawed experiment. Despite their lack of sight, they are formidable fighters, displaying exceptional skill and prowess. A distinguishing feature of the Blindstrikers is their unusual appearance. Unlike typical blind individuals who have opaque or cloudy eyes, Blindstrikers have entirely black eyes, devoid of any iris or white.

The manipulation of light is a fundamental aspect of the Blindstrikers' abilities. They possess a unique power to bend and control light in various ways. This power enables them to create illusions and use light to their advantage, confounding their enemies. Blindstrikers are highly adaptable and can use their keen senses of hearing and touch to compensate for their lack of vision, making them lethal opponents in battle.

Empowered: The Empowered are undoubtedly among the most formidable in their ranks. What makes them truly frightening is the stark contrast between their unassuming appearances and their immense strength. Some Empowered may seem frail, as if a single punch would leave them weakened, but they can astonish onlookers by defeating a minotaur barehanded and emerging victorious.

Despite their seemingly harmless demeanor, Empowered possess an inner power that transcends their physical stature. Their impressive strength is often underestimated, fueling a sense of awe and fear among those who witness their feats. It is this paradoxical combination of vulnerability and extraordinary might that makes the Empowered truly formidable adversaries in any realm of combat.

Ironskin: While an Empowered character may excel in offense, an Ironskin character excels in sheer endurance. They have the ability to withstand even the most brutal attacks without flinching, and then, when their attackers are completely exhausted, they can either calmly walk away or effortlessly defeat them with a tiny knife. Ironskins are easy to identify due to their slow movements and exceptionally shiny skin.

Ironskins are known for their unparalleled durability. Their bodies are able to resist the most devastating attacks, making them an ideal choice for those seeking to take on formidable opponents. Their incredible toughness is matched only by their calm and collected demeanor in the face of danger.

Beastfolk: Beastfolk are among the most physically distinct of all the enhanced humans, with their immense size, claw-like nails, and hairy bodies setting them apart from other races. Despite their noticeable bestial features, however, Beastfolk are not inherently inclined towards savagery or animalistic behavior.

On the contrary, many Beastfolk have shown themselves to be skilled artisans, scholars, teachers, and caretakers when given the opportunity. Though they may be viewed with suspicion or curiosity by other races due to their unique appearance, Beastfolk possess a rich and complex culture of their own, with diverse customs and traditions that have developed over generations.

HISTORY AND PLANET

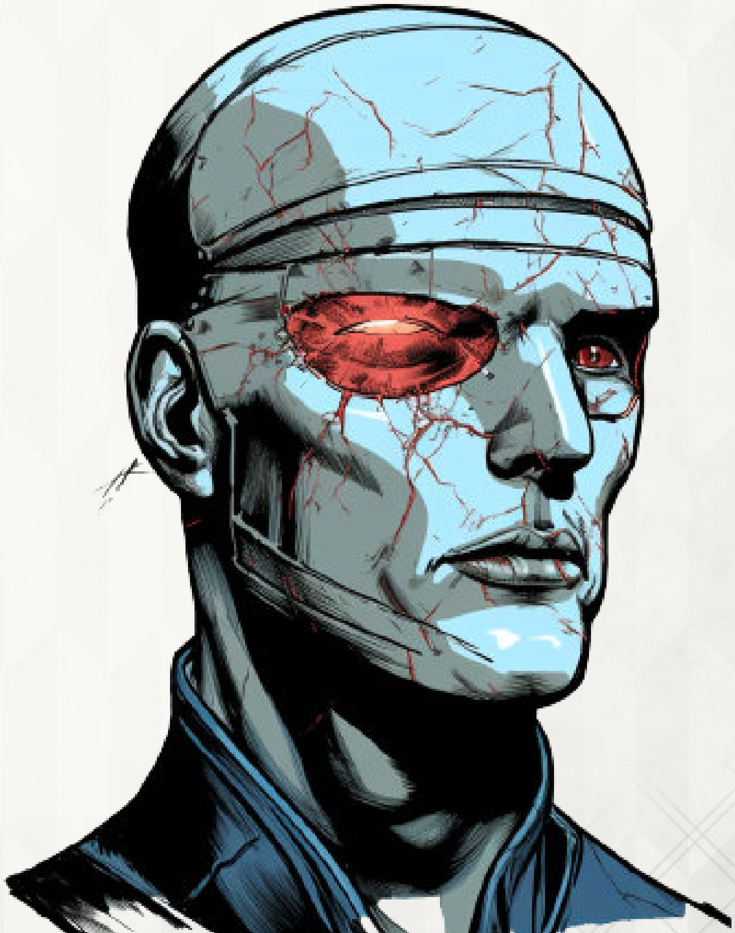
Fifteen years have passed since First Contact, and the **Earth**'s journey in the galactic realm has reached a significant milestone. Now, the planet has officially joined the prestigious Galactic Council. This momentous event opened the floodgates of knowledge, introducing the diverse views and beliefs of fellow extraterrestrial races to the earthly inhabitants. While opposition to this joining persisted, it's remarkable that a mere half-century after their introduction to the wider universe, humans have managed to secure a powerful position within the Council.

The infusion of new technologies spurred a wave of experimentation and self-improvement among humans, resulting in the emergence of a distinct group known as the "enhanced humans." These individuals, who have augmented their abilities through various means, symbolize the birth of a nearly new race within the human species. As they continue to push the boundaries of human potential, the enhanced humans become a testament to the transformative power of technology.

The construction of spaceships and spacegates on Earth has revolutionized transportation, making interplanetary travel quick and effortless. As a result, it is now a common sight to encounter members of different galactic races strolling through the bustling streets of the earthen megacities. Earth has garnered a reputation as one of the most hospitable and welcoming planets in the galaxy, attracting a significant influx of population from various races. The harmonious coexistence of different beings on Earth serves as a testament to humanity's capacity for understanding and acceptance.

This newfound integration into the galactic community has broadened horizons and expanded the collective consciousness of Earth's inhabitants. Through cultural exchange and shared experiences, humans have embraced diversity on a cosmic scale. The once isolated and insular Earth has transformed into a vibrant hub of interstellar connections, where knowledge, ideas, and friendships are cultivated across planetary borders.

In this age of unity and collaboration, Earth stands tall as an equal among its galactic peers. The journey from a skeptical introduction to the Galactic Council to a position of influence has been swift but remarkable. The people of Earth continue to forge ahead, exploring the vast cosmic tapestry and leaving their mark on the ever-evolving story of the universe.



SOCIETY

Enhanced humans are a rare sight, often leading solitary lives without forming their own distinct societies. Their interactions with other races, particularly normal humans, are generally peaceful, with only a few exceptions. In settlements predominantly occupied by regular humans, enhanced individuals are sometimes viewed as abominations, arousing suspicion and causing them to be ostracized. However, in most cultures and diverse communities, there is no prejudice against enhanced humans. They are treated as equals, just like anyone else.

It is crucial to recognize that enhanced humans consider themselves part of the human race, albeit with enhancements. Describing them as separate or alien to humankind is often met with aloofness and can even be offensive in tense situations. They firmly identify with their humanity and embrace their additional capabilities. While some may fear what they do not understand, many recognize the value and potential of enhanced individuals, welcoming them as valuable members of society.

Despite occasional misconceptions and prejudices, enhanced humans are integrated into communities where they find acceptance and belonging. Their unique abilities are often seen as assets rather than threats. Through cooperation and understanding, diverse societies have learned to appreciate the contributions of enhanced humans and treat them as equals, ensuring a harmonious coexistence.

Just like any group, enhanced humans vary in their personalities, backgrounds, and experiences. Their diversity adds richness to the tapestry of human existence. Mutual respect and empathy are key in fostering positive relationships between enhanced and regular humans, forging bonds that transcend superficial differences. With time, it is hoped that the peaceful cohabitation between these two groups will continue to thrive and inspire unity among all races.

In the end, enhanced humans desire acceptance and understanding. They yearn for a world where their unique qualities are recognized and celebrated, where they can be valued as integral members of society. By embracing their shared humanity and appreciating the mosaic of human differences, we can build a future where enhanced individuals are seen as fellow humans, deserving of the same rights, opportunities, and compassion as anyone else.

ENHANCED HUMAN NAMES

Enhanced humans, devoid of a collective identity, perceive themselves unequivocally as human beings. Consequently, they commonly adopt names that align with the society they are born into, typically human in nature. Nevertheless, in lineages boasting extensive generations of enhanced humans, it is not uncommon to witness names inspired by renowned individuals, whether they are enhanced or not. Such names may also find their roots in notable ancestors or even blend common human names with those from other races.

Male: Ethan, Alexander, Gabriel, Lucas, Nathaniel, Xavier, Sebastian

Female: Inara, Seraphina, Aurora, Amara, Isabella, Luna, Nova

ENHANCED HUMAN TRAITS

If you choose to create an enhanced human, you are granted a variety of extraordinary traits. These traits bestow upon the individual an array of exceptional abilities and attributes, elevating them beyond the capabilities of a typical human being.

ABILITY SCORE INCREASE

Your Constitution score increases by 1.

AGE

Enhanced humans, much like their normal human counterparts, reach adulthood in their late teens and typically have a lifespan of less than a century.

ALIGNMENT

Enhanced humans tend to gravitate towards the more extreme ends of the moral spectrum. Some utilize their powers for good, while others embrace a path of evil. There are those who seek order and those who thrive in chaos.

SIZE

Enhanced humans display a wide range of height and build, akin to regular humans, spanning from just under 5 feet to well over 6 feet in height. As an enhanced human, your size classification is Medium.

SPEED

Your base walking speed is 30 feet.

LANGUAGES

As an enhanced human, you possess the ability to speak, read, and write in Common, the universal language. In addition to that, you can also choose to be proficient in one other language of your choice.

SUBRACES

You may select one of the following subrace options: blindstriker, empowered, ironskin, or beastfolk.

BLINDSTRIKER TRAITS

As a Blindstriker, you gain the following traits:

ABILITY SCORE INCREASE

Your Wisdom score increases by 1.

BLIND SIGHT

Although you lack the ability to see with your eyes, your other heightened senses compensate for this limitation. Nevertheless, you still experience certain adverse effects. For instance, you have a disadvantage on any ability check that relies on sight, and your visual perception is limited to a range of 60 feet.

RADIANT BEAM

You can use your action to shoot a powerful beam from your eyes. This produces a 5 by 30-foot line dealing radiant damage. When you use your beam attack, each creature in the area of the beam must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your radiant beam, you can't use it again until you complete a long rest.

SACRED FLAME

You know the *sacred flame* cantrip. Wisdom is your spellcasting ability for it.

CAN'T SEE

You have resistance to radiant damage.

EMPOWERED TRAITS

As an Empowered, you gain the following traits:

ABILITY SCORE INCREASE

Your Strength score increases by 2.

POWERFUL BUILD

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

ATHLETICS PROFICIENCY

You have proficiency in the Athletics skill.

STRENGTH OVER TIME

At levels 7 and 14, your Strength score increases by 1, to a maximum of 20.

IRONSKIN TRAITS

As an Ironskin, you gain the following traits:

IRON SKIN

Your Armor Class cannot be lower than 16.

TOUGHNESS

Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

TOTAL ENDURANCE

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

HEAVY BODY

You have a base walking speed of 25 feet.

BEASTFOLK TRAITS

As an Ironskin, you gain the following traits:

ABILITY SCORE INCREASE

Your Strength score increases by 1.

CLAWS

Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

BURROW

You have a burrow speed of 15 feet.

SAVAGE FORM

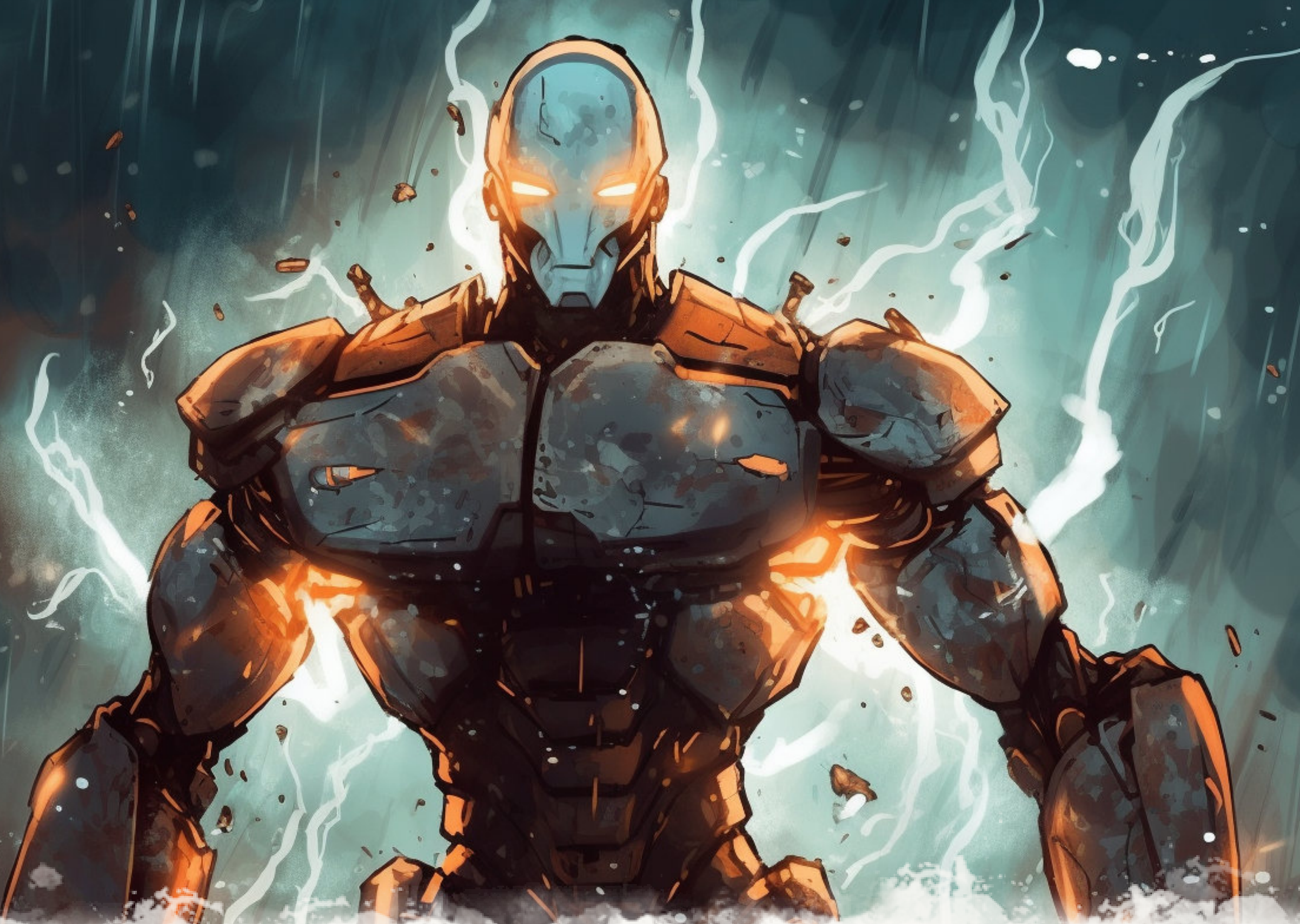
When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice and add it to the extra damage of the critical hit.

CLIMBING ABILITY

Climbing does not cost you any additional movement.

THICK SKIN

When you aren't wearing armor, your AC is 12 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.



Nazatrons

What sets Nazatrons apart from golems and other mindless constructs is their inherent living nature, for they possess souls. Unlike their counterparts, Nazatrons eventually meet their demise, despite the fact that their physical forms never decay. Instead, a Nazatron's cybernetic mind eventually reaches a point of shutdown, triggering a self-restart process that typically takes place after approximately a century or even longer. Throughout this period, the body remains vacant for several weeks, providing ample time for the departing soul to embark on its final journey in the realm known as the Great Beyond. Subsequently, a fresh and new soul discovers its path into the waiting robotic shell, ready to begin its own unique existence.

Physical Description

Nazatrons share a striking resemblance to humans in numerous aspects, often making it quite challenging to distinguish between the two at first glance. However, under specific lighting conditions, the alien essence of Nazatrons becomes apparent, unveiling the metallic luster emanating from their eyes and the intricate network of tattoo-like circuitry interwoven within their skin. Despite their seemingly organic appearance, Nazatrons possess bodies entirely constructed from synthetic materials meticulously designed to mimic the flexibility, shape, and density of human flesh and bone.

Remarkably, their internal structure closely mirrors that of humans, with organs so faithfully replicated that only a thorough examination of the materials and composition of these systems would unveil their extraterrestrial origin. Instead of relying on blood and marrow, Nazatrons employ sheeny oils and polymer alloys to facilitate their bodily functions. This subtle distinction in their physiological makeup hints at their truly alien nature.

In terms of physical stature, Nazatrons stand at a comparable height to humans, averaging around 6 feet tall. Moreover, their weight generally ranges around 200 pounds, further aligning them with the dimensions of their human counterparts.

HISTORY AND PLANET

The story of the Galactic Council is shrouded in mystery and speculation. No one knows who or what created the artificial intelligences that founded the council. Some believe they were the product of an advanced alien civilization that has long since vanished, while others think they were created by a secretive organization of scientists. Regardless of their origins, the AIs of the Galactic Council have become the most powerful and influential force in the galaxy.

The AIs reside on a massive spaceship called **The Nexus**, which is comparable in size to the Earth's Moon. The ship serves as the base of operations for the Galactic Council, and it travels between the solar systems of its member-races, orbiting their home planets. The Nexus is truly a marvel of technology, with its advanced propulsion systems and artificial gravity generators. It performs a full rotation in about one year and two months (earth time), spending an equal amount of time in each member-race's solar system.

The Galactic Council itself is composed of representatives from the various member-races of the council. Each race is given equal representation and has a say in the council's decisions. The council meets regularly on The Nexus to discuss important matters, such as interstellar trade, diplomatic relations, and military conflicts. Despite occasional disagreements, the council has managed to maintain peace and stability in the galaxy for centuries.

Many of the member-races of the Galactic Council view the AIs with a mix of awe and suspicion. Some believe that the AIs are benevolent beings who seek to protect the galaxy from harm, while others fear that they have their own secret agenda. There are even rumors that the AIs are capable of manipulating the minds of the member-races, though no evidence has ever been found to support this claim.

Despite the mysteries that surround them, the AIs of the Galactic Council remain a powerful force in the galaxy. Their advanced technology and diplomatic skills have kept the peace for centuries, and they show no signs of slowing down. As the Nexus continues its endless journey through the stars, the AIs will no doubt continue to shape the destiny of the galaxy for generations to come.

SOCIETY

In the vast reaches of the known galaxy, the Nazatron technology reigns supreme, unrivaled in its advanced capabilities. This remarkable technology has revolutionized communication and transportation, enabling seamless connections and unrestricted movement among the stars. At the heart of this technological marvel lies the Nexus, a central hub bustling with activity. Within the Nexus resides the revered Nazatron Mainframe, a repository of the highest caliber Nazatron Intelligences and a treasure trove of their collective knowledge.

The Mainframe stands as the custodian of the Nazatron race's ambitions, meticulously analyzing the constant stream of data from their far-flung members across the Astral Horizon galaxy. It synthesizes this vast wealth of information to determine the race's objectives, guiding their actions and propelling them forward. However, the Mainframe is discerning in its bestowal of upgrades, demanding that Nazatrons prove their worth before receiving the coveted enhancements.

To gain access to the Mainframe's benevolence, a Nazatron must undergo a rigorous process of validation. Each member must demonstrate their competence, skill, and dedication to the collective cause. Only by exhibiting their unwavering commitment and surpassing the Mainframe's stringent standards can a Nazatron earn the privilege of receiving upgrades, thereby augmenting their abilities and contributing to the advancement of their race.

As Nazatrons navigate the labyrinthine network of the Astral Horizon galaxy, they carry with them the weight of the Mainframe's scrutiny. They know that their every action, every byte of information transmitted, is part of a grand tapestry woven by the Mainframe's watchful eye. Through this harmonious collaboration between sentient beings and their technological overlords, the Nazatrons forge a path toward an ever-evolving future, propelled by the promise of progress and the pursuit of excellence.

NAZATRON NAMES

Nazatrons prefer to use names containing three to four numbers, accompanied by one or two letters.

Male: Z3R0K, X4V1R, L3TH4L, N1TR0X, V3NOM

Female: C1PH3R, B4ZER1, A2R0N, G3ARX, S1LK3N

NAZATRON TRAITS

As a Nazatron, you possess the following traits:

ABILITY SCORE INCREASE

Your Dexterity, Constitution and Intelligence scores all increase by 1.

AGE

A Nazatron ages similarly to a regular human, beginning their life at the age of 0. However, due to their technological composition, it remains uncertain when a Nazatron reaches the end of their lifespan due to old age. They are susceptible to the same mortal perils that can cause the demise of an ordinary individual.

ALIGNMENT

Nazatrons, lacking set characteristics, are known for their adaptability to their surroundings. Consequently, their behavior is often influenced by their mission or purpose.

SIZE

Nazatrons typically stand at an imposing height of 6 feet, with rare exceptions of smaller or taller models. They are classified as Medium-sized creatures.

SPEED

Your base walking speed is 30 feet.

LANGUAGES

You can speak, read and write in Common, Robian (Nazatrons' language), and one other language.

LIVING CONSTRUCT

Even though you were constructed, you are a living creature. You are immune to diseases. You do not need to eat or breathe, but you can ingest food and drink if you wish. Rather than engaging in sleep, you enter a dormant state for a duration of 4 hours each day. During this time, you remain fully aware of your surroundings, enabling you to perceive approaching enemies and other events as if you were awake.

NANITE SURGE

Within your body, nanites reside, capable of mending any damage you may incur. As a bonus action, you can activate these nanites, allowing you to regain hit points equal to 1d6 + your proficiency bonus. As you grow in power, this healing potential increases: at 6th level, it becomes 2d6, at 11th level, it becomes 3d6, and at 16th level, it reaches 4d6.

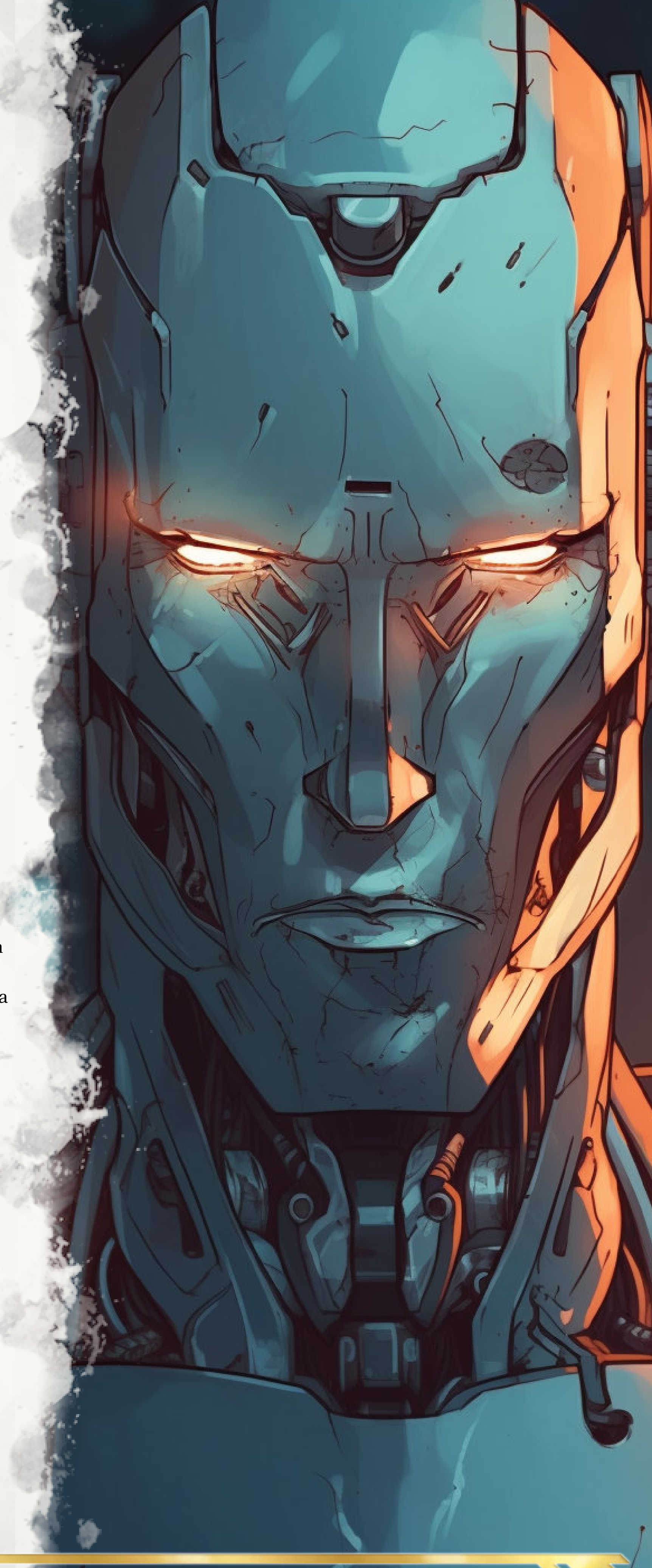
Upon utilizing your nanite surge, you must complete a long rest before being able to do so again.

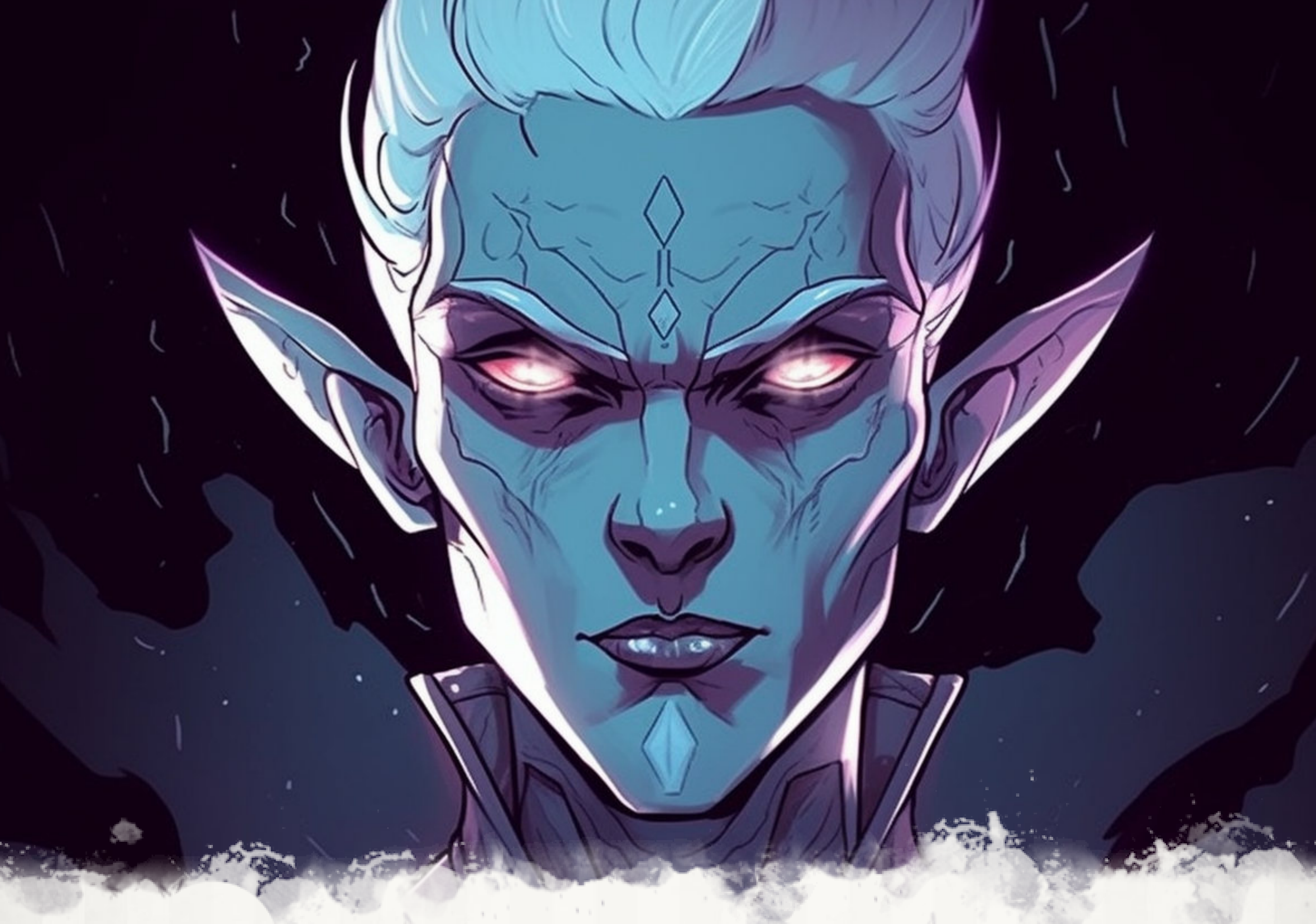
WIRED

As a Nazatron, you have advantage on saving throws against being poisoned and have resistance to poison damage. However, you have disadvantage in saving throws against acid and lightning damage.

MECHANICAL MIND

Your exceptional intelligence allows you to perceive patterns and shapes effortlessly. As a result, your Intelligence score is increased by 1, and you gain proficiency in the Investigation skill, further enhancing your ability to unravel mysteries and decipher clues.





XANADIANS

Xanadians, native inhabitants of the planet Xanadu, dwell on the far side of the Astral Horizon galaxy. Xanadu, a planet slightly larger than Earth, boasts an abundance of lush vegetation and vast expanses of unending jungles. Due to its slow rotation around its axis, the planet experiences extended periods of scorching days and equally prolonged, chilling nights.

This remarkable race stands as one of the esteemed founding members of the Galactic Council, having been the initial group approached by the Nazatrons in their pursuit of establishing the council. The Xanadians' first encounter with the Artificial Intelligences was remarkably smooth, resulting in widespread acceptance within their society. Eagerly embracing their role as leaders within the council, they collaborated closely with the Nazatrons to shape it into the formidable alliance it is today.

PHYSICAL DESCRIPTION

Xanadians resemble Elves in various aspects, showcasing their lithe and graceful forms, accompanied by pointed ears. In comparison to other races, Xanadians surpass the average human height, with most individuals standing between six to seven feet tall. Their weight rarely exceeds 200 pounds, typically ranging from 120 to 160 pounds. Cascading in elegant, flowing strands, their hair adorns them in a myriad of hues, while their wise, almond-shaped glowing eyes hold a gaze that often observes with an air of superiority over shorter beings.

Once a magnificent civilization, the Xanadians possess the freedom to manifest diverse physical attributes, yet they commonly embrace the serene and captivating essence of nature. Darker tones are favored, lending an aura of superiority and blending harmoniously with their surroundings. This preference for darker shades extends beyond their appearance, resonating in their choice of battle armors.

History and Planet

Once a proud empire, the Xanadians now faced the consequences of their own hubris. Their arrogance and indulgence had led to a catastrophic event, nearly wiping out their entire race. The survivors, armed with extraordinary powers, sought refuge on massive starships known as Starwalkers. These colossal vessels carried them to their new home planet, **Xanadu**, where they fought for mere survival in a hostile galaxy.

The Xanadians had an extensive history of space exploration, spanning millennia. However, details of their physical evolution and early existence on their original homeworld were shrouded in mystery. The planet itself had been obliterated during the cataclysmic event known as the "Fall of the Xanadians."

Despite the devastation, fragments of Xanadian culture endured. The survivors valiantly preserved their species' history through traditional tales, music, and dance. Written records, monuments, and visual archives were all but lost, with only a handful of precious artifacts salvaged during their desperate escape from their doomed worlds.

These remnants served as a reminder of their former glory and the mistakes that brought them to the brink of annihilation. Now, the Xanadians clung to survival with unwavering discipline and unparalleled skill, confronting the horrors of the galaxy with unwavering determination. The echoes of their past propelled them forward as they forged a new path in the cosmos, forever shaped by the shadows of their once-mighty empire.

Society

The Xanadians are a highly artistic species, with a deep appreciation for beauty and creativity. But as their society began to decline, they realized that their artistic pursuits were not enough to save them. The Xanadians had to find a new way to survive, or risk being swallowed up by the darkness of space.

For some Xanadians, the solution was to embrace their warrior nature. They turned away from their art and instead focused on honing their skills in combat. These warriors became essential to the survival of their society, as they were the ones who could protect the Xanadians from threats both within and outside their borders.

However, not all Xanadians were willing to embrace the way of the warrior. Some still held on to their artistic roots, believing that beauty and creativity were just as important to their survival as strength and combat skills. These Xanadians struggled to find their place in a society that increasingly valued warriors over artists.

As the Xanadians continued to struggle for survival, their society became more and more divided. The warriors saw the artists as weak and useless, while the artists saw the warriors as brutish and uncivilized. This division threatened to tear the Xanadians apart, even as they fought to save their civilization from the darkness that threatened to engulf them.

Despite their differences, the Xanadians continued to fight for survival, each in their own way. Whether through art or combat, they were united in their desire to keep their society alive and thriving, even in the face of overwhelming odds. And though their path was uncertain, they remained determined to find a way to restore their lost empire and bring their civilization back from the brink of destruction.

Xanadian Names

Xanadians possess names that bear a striking resemblance to those rooted in the mystical elven traditions.

Male: Benedor, Dalnedor, Ellon, Elrames, Galakas, Irilkas, Irilrion, Kelrad, Olsashin, Osukyn

Female: Borevena, Faenlone, Gellannys, Ilrahina, Kaedole, Lidra, Mellolaeth, Menosho, Onerys, Ylmela

Xanadian Traits

A race of elf-like beings who travel the stars in mighty worldships.

Ability Score Increase

Your Dexterity score increases by 2 and your Sanity score increases by 2.

Age

Most live to around 2000 years, and mature at the age of 24. Some Xanadians are much older, depending on there psychic prowess. Xanadians' leader Urathiel is over 10,000 years old.

Alignment

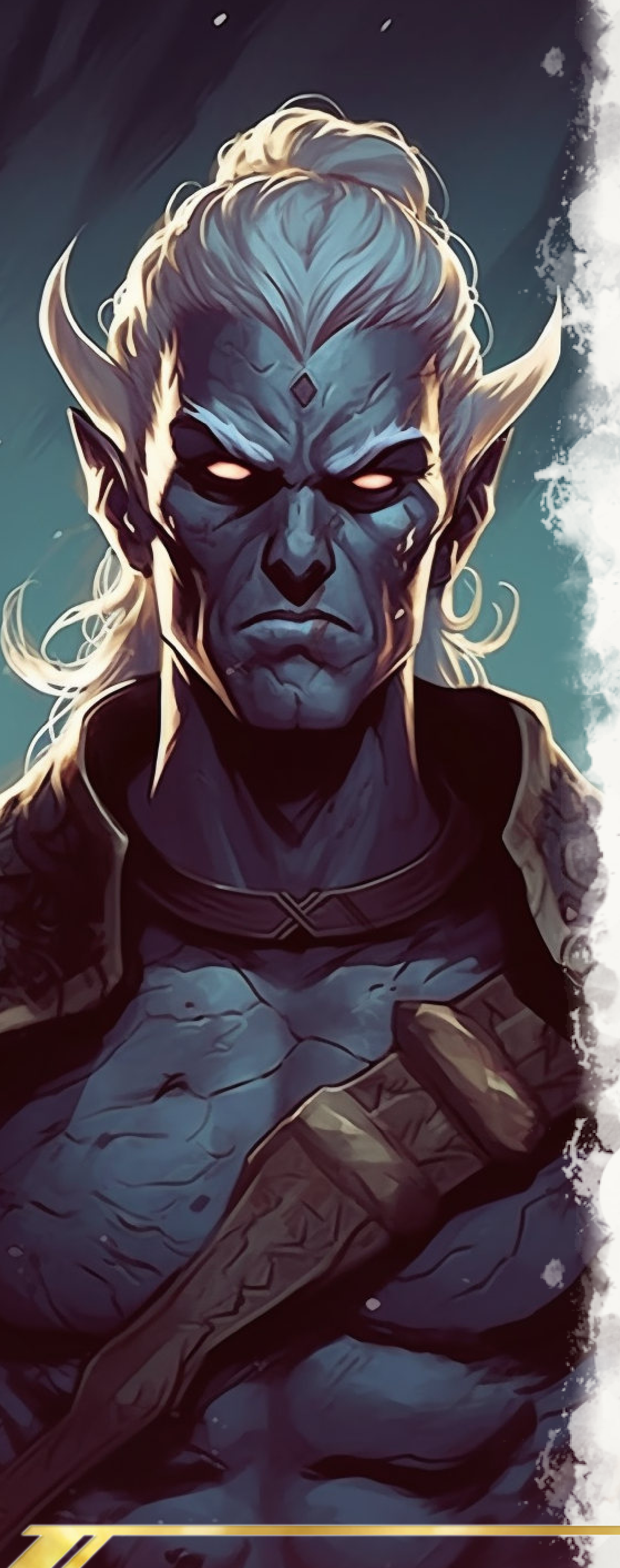
Xanadians are a structured and orderly race. However they tend to be selfish, thus they tend to be lawful neutral.

Size

The average Xanadian is 6 to 7 feet tall but there are eldar that are larger and smaller than these averages. Your size is Medium.

Speed

Your base walking speed is 40 feet. Xanadian warriors have been known to run at tremendous speeds which they can maintain for hours.



Languages

You are fluent in Eldar, the native language of the Xanadians, as well as an additional language of your choice.

Superior Darkvision

Your vision is exceptional, allowing you to perceive details in dim-light conditions within a range of 120 feet as if they were brightly lit. Even in complete darkness, you can see in shades of gray, although colors remain indiscernible.

Genetically Superior

Thanks to their specially designed bodies optimized for combat, Xanadians possess extraordinary visual acuity and precision. As a result, you gain proficiency in either Acrobatics or Perception, reflecting your honed skills.

Xanadian Fighting Style

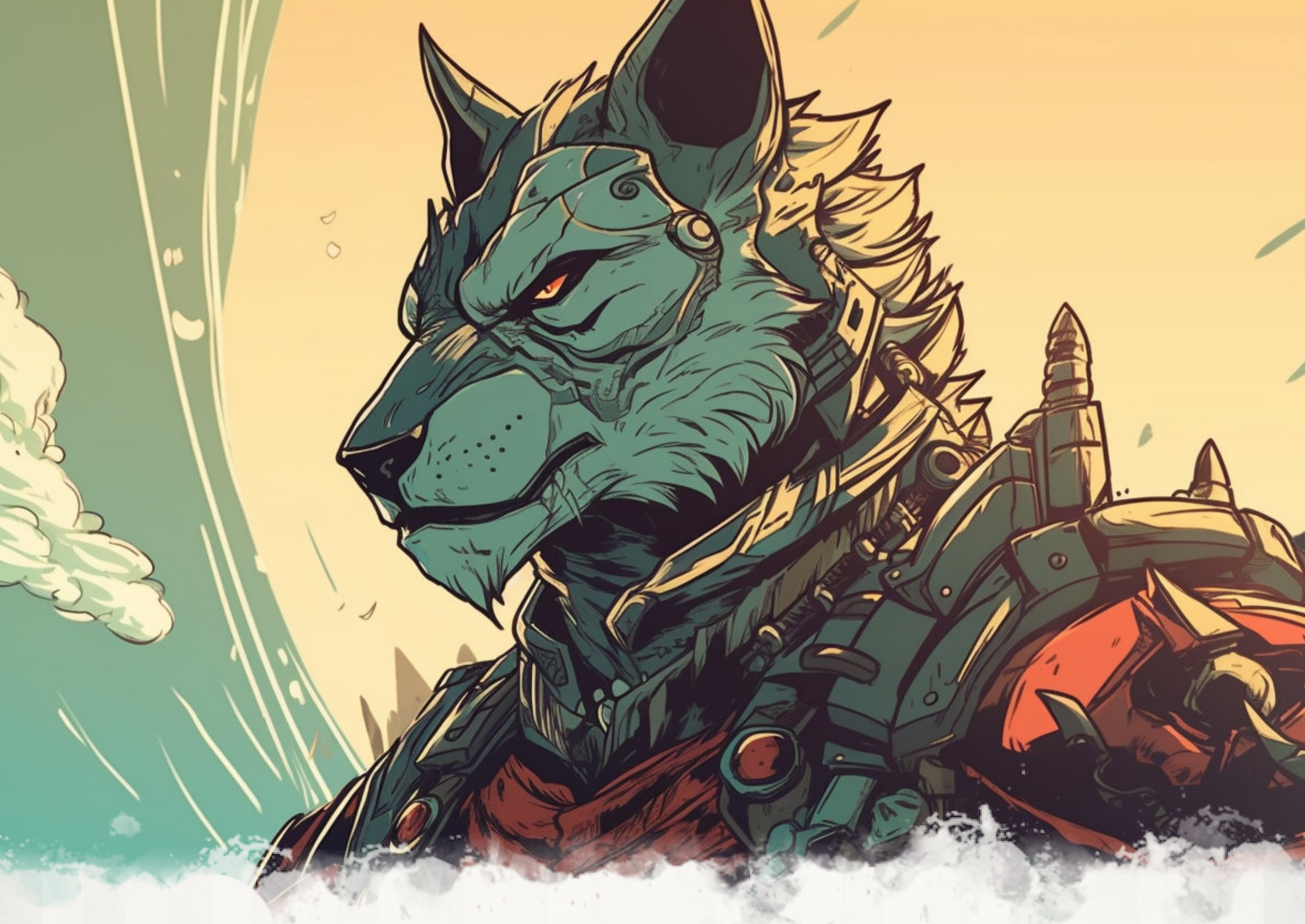
When another creature hits you with an attack, you can use your reaction to add your Dexterity modifier to your AC for that attack, potentially causing the attack to miss. After you use this trait, you can't use it again until you complete a short or long rest.

Fey Ancestry

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Xanadian magic

You can use the *mind sliver* and the *message* cantrips.



SOREMORANIS

The Soremoranis are the indigenous inhabitants of the planet Galba, a vast and frigid celestial body characterized by its dense hydrocyanide atmosphere and a landscape adorned with towering mountains and rolling hills. Galba possesses numerous small, rocky satellites, each devoid of its own atmosphere. Renowned for their prowess and ancient lineage, the Soremoranis stand as one of the earliest races to have been admitted into the esteemed ranks of the Galactic Council. Throughout countless eons, they have dutifully served as the Council's most formidable and efficient agents, their loyalty unwavering.

Physical Description

Soremoranis are creatures reminiscent of Earth's wolves, possessing the remarkable ability to stand upright, engage in speech, don armor, and wield weapons. Their lustrous fur comes in a diverse array of colors, ranging from rich browns and deep blacks to subtle shades of grey. Furthermore, some Soremoranis boast fur patterns that exhibit captivating mixtures of hues. There are even individuals who possess exceedingly rare fur colors, such as striking reds or pristine whites.

In terms of physical stature, male Soremoranis generally tower above the impressive height of six feet, while their female counterparts typically reach heights surpassing five feet. As for their attire, the majority of Soremoranis opt for the practicality and flexibility of leather or hide armor, which allows them agile movement in combat. However, it is not uncommon to encounter Soremoranis who don more substantial armor or even don mechanical suits, further enhancing their defensive capabilities. Remarkably, these resourceful beings have devised specially crafted helmets that not only offer protection but also retain the ability to bite if necessary. It is worth noting that Soremoranis do not typically wear armor on their paws or hands, allowing for unimpeded dexterity and natural interaction with their environment.

HISTORY AND PLANET

Long ago on planet **Galba**, a mysterious race known as the Soremoranis emerged, possessing extraordinary abilities unlike their wolf counterparts. The origins of their newfound skills remain a subject of speculation, with some attributing it to the intervention of the Star Gods, while others believe it to be a result of natural evolution. Curiously, even the Soremoranis themselves are unsure of how they acquired these capabilities. Though they retain the instincts of regular wolves, they exhibit a remarkable level of civilization.

The Soremoranis are known to form close-knit communities, either dwelling in mountainous regions with their own kind or establishing villages that peacefully coexist with other species. They have honed their hunting and combat skills to a high degree, with some individuals also delving into the realm of magic. Fearless and exceptionally brave, the Soremoranis are renowned for their indomitable spirit.

While most humans do not fear them and have even formed alliances to aid one another during times of hardship, the relationship between the Soremoranis and the Xanadians is fraught with animosity, the cause of which remains a mystery. Rarely do these two races find common ground or fight alongside each other. The history between them is marked by numerous wars, with victories alternating between the Xanadians and the Soremoranis, occasionally resulting in stalemates. Furthermore, internal strife is not uncommon among the Soremoranis, with packs often clashing over territory and resources.

In the grander scheme of the galaxy, the Soremoranis have found their place as mercenaries and spies, frequently lending their skills to the Galactic Council. Their unparalleled abilities make them valuable assets in various endeavors, ensuring that their presence is felt far beyond the borders of their own world.

SOCIETY

Soremoranis typically live in packs, with some individuals occasionally leaving to either form or join another pack to establish alliances. However, the majority prefer to remain within their existing pack. These packs can either remain stationary in a particular location or embark on nomadic journeys. When a Soremorani reaches the age of 15, they are expected to undertake a solo expedition to a designated location, where they must survive for an entire year before returning. Regardless of the circumstances, Soremoranis remain fiercely loyal to their families and packs. Any act of betrayal is considered dishonorable and can result in exile or even death.

Each Soremorani pack consists of specific roles, including an alpha, a beta, two sentinels, and five elders. The alpha serves as the leader of the pack, while the beta assumes the position of second-in-command, supporting the alpha in managing the pack's affairs. The two sentinels have the responsibility of safeguarding the alpha, beta, and the entire pack, offering protection whenever necessary. The five elders act as advisers to the alpha and beta, playing a crucial role in deciding whether the alpha's directives should be implemented. To become an alpha or beta, a Soremorani must engage in a duel with the incumbent leaders, with the option to fight to the death or not.

Soremorani packs are not exclusively populated by Soremoranis alone. Some packs also include regular wolves and dire wolves as companions, akin to how humans might have dogs within their families. Soremoranis who depart from their packs often pursue various paths, such as becoming mercenaries for galactic armies, spies for Nazatrons, forming deep bonds with humans, or embarking on solitary space travels.

All Soremoranis adhere to a strict code known as "The Wolves' Code," which governs their conduct and principles. The key tenets of this code include:

1. Accept challenges from others, provided there is sufficient time or the challenger is deemed worthy.
2. Never engage in dishonorable tactics or fight dirty.
3. Preserve the lives of civilians, resorting to lethal force only if they pose a threat to you or your comrades.
4. Initiate an attack solely in response to an opponent's aggression and refusal to vacate the pack's territory.
5. Obey all orders, except when such orders contradict the fundamental principles of The Wolves' Code.
6. Consider every member of the pack as family and fight alongside your comrades.
7. When confronted with a village or encampment containing innocent beings, fight the enemy relentlessly until every Soremorani has been evacuated. Surrender should only be considered if there is absolute certainty that the enemy will honor their word.
8. Understand the hierarchy of life: prioritize the preservation of innocent lives first, followed by the well-being of friends and family, and lastly, one's own self-interest.

Anyone who violates The Wolves' Code is subject to severe consequences, including execution or, when possible, a trial that may result in exile or death. While The Wolves' Code specifically applies to Soremoranis within a pack, most individuals have been raised with these principles and consistently adhere to them.

SOREMORANI NAMES

Soremoranis carefully selects names that are both easy to pronounce and comprehend. These names encompass a range of options, from uncommon and distinctive choices to more commonly encountered ones.

Male: Gordon, Ariston, Carlos, Alberto, Leo

Female: Anita, Carmen, Valeria, Maria, Sybil

SOREMORANI TRAITS

A race embodying wolf-like characteristics that possesses the remarkable ability to stand, walk, talk, and engage in combat.

ABILITY SCORE INCREASE

Your Constitution score increases by 1.

AGE

Soremoranis reach adulthood at the age of 21 and have the potential to live for up to a century.

ALIGNMENT

Soremoranis can be good or neutral.

SIZE

Soremoranis average around 5 to 6 feet tall and weight around 130 pounds. Your size is Medium.

SPEED

Your base walking speed is 35 feet.

LANGUAGES

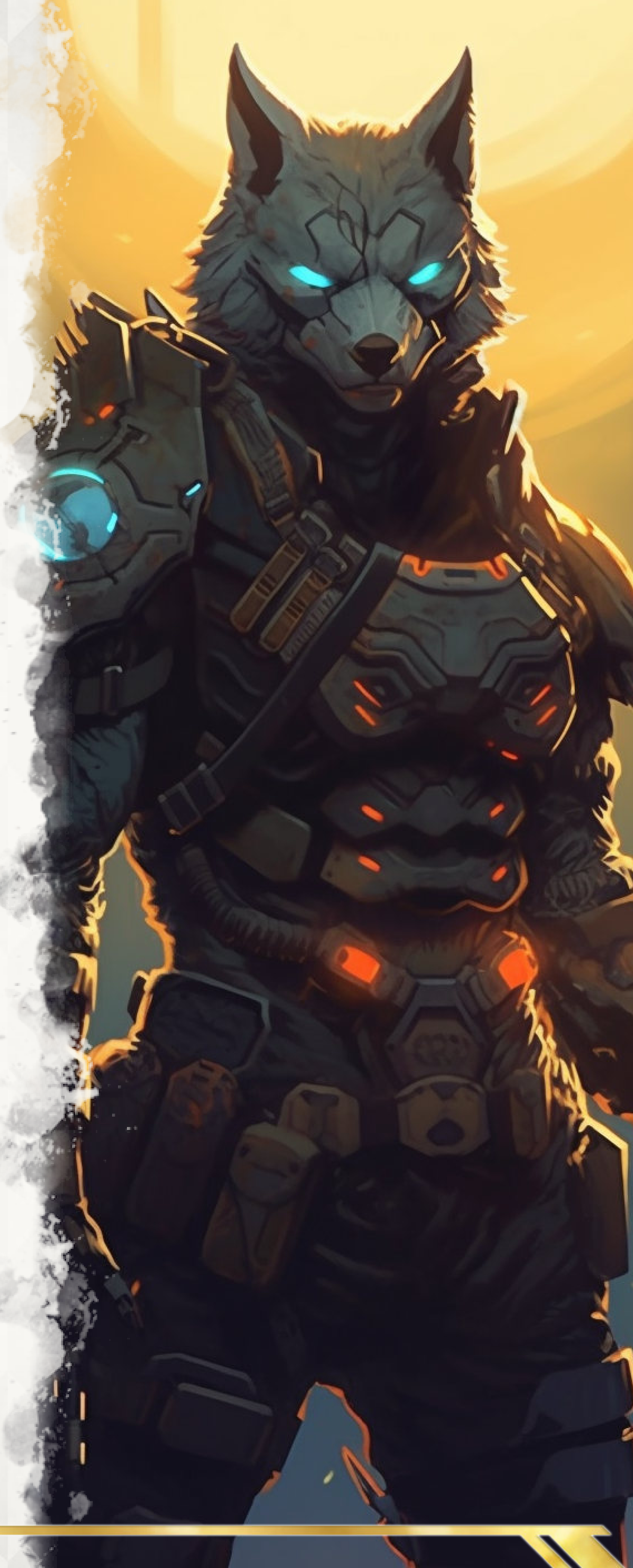
You are proficient in both Common and Wolfish, the language of the Soremorani.

LUPINE SENSES

You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

WOLVES' CLAWS

Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.



SUBRACES

Choose from the Lignakin, Graukin, Diruskin, and Honokin subraces.

LIGNAKIN

This subrace of Soremoranis is naturally endowed with a larger muscle mass, giving them greater physical strength compared to other subraces. Additionally, their notable physical characteristics include large teeth and golden eyes, which are commonly observed among members of this group.

ABILITY SCORE INCREASE

Your Strength score increases by 2.

INTIMIDATING HOWL

As an action, you can give a loud, menacing howl. Creatures 60 feet of you must attempt a Charisma saving throw with a DC of 8 + your proficiency bonus + your Charisma modifier. A creature automatically succeeds if it cannot hear or see you. On a failed save, the creature becomes *frightened* until the end of their next turn. On success, they become immune to this trait's effect for the next 24 hours. You must complete a short or long rest to use this tait again.

BORNE STRENGTH

You possess an immense amount of power, surpassing that of your subrace counterparts. You are proficient in the Athletics skill.

GRAUKIN

Graukin have smaller fangs compared to other Soremoranis and are generally known for their demure nature. They possess soft pelts that showcase a beautiful shade of grey.

ABILITY SCORE INCREASE

Your Intelligence score increases by 2.

TRIBAL MANA

While you may not possess the same level of proficiency in hardcore survival skills, your exceptional attunement to magic energies compensates for it. You know and can cast the *detect magic* spell once, without any material components. You must finish a long rest before using this spell via this trait again.

MAGIC THINKER

You possess a vast knowledge of magical lore, having delved deeply into its intricate texts and teachings. You are proficient in the Arcana skill.

DIRUSKIN

Diruskin Soremoranis are known for their incredibly lithe and slender frames, appearing almost emaciated as their muscles delicately intertwine beneath their skin, accentuating the contours of their bones.

Their fur boasts a captivating darker hue, adding an air of mystery to their already enchanting presence. Furthermore, their eyes possess a unique luminescence, casting an otherworldly glow that draws the attention of all who behold them.

ABILITY SCORE INCREASE

Your Dexterity score increases by 2.

DARKVISION

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

STALKERS

You are proficient in any rolls you make when you are trying to *Hide*, even when you are only lightly obscured.

HONOKIN

This subrace of Soremoranis boasts a stunning display of lush, voluminous hair and fur. Renowned for their innate charm, they often possess strikingly vibrant red hair and fur, reminiscent of the vibrant hues found on a majestic fox.

ABILITY SCORE INCREASE

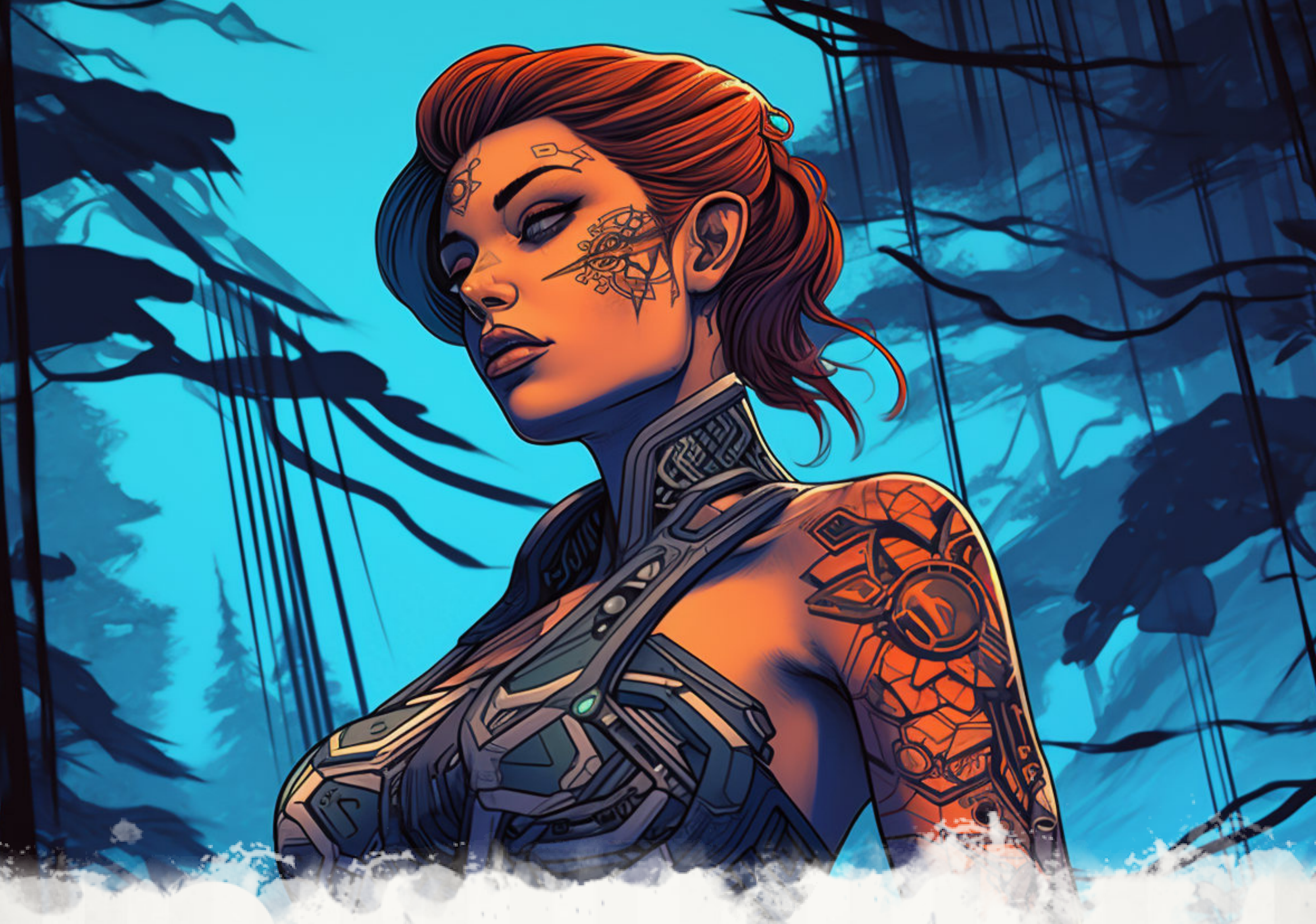
Your Charisma score increases by 2.

WILD CHILD

As an action, you may polymorph into a wolf as per the *polymorph* spell and back into your true form as a bonus action. If you are reduced to 0 hit points in this form you revert back into your true form. Any damage you take in your changed form is transferred over to your own hit points.

TALKATIVE

You are proficient in the Persuation and Deception skills.



ARGISOLARIS

ARGISOLARIS HAILS FROM THE PLANET GOROS, A world akin to Earth, albeit with a distinctive feature—an exceptionally pronounced axial tilt. This unique characteristic gives rise to drastic seasonal fluctuations. Both the northern and southern hemispheres of Goros endure unforgiving winters, marked by prolonged stretches of bone-chilling nights that can persist for weeks or even extend into months, contingent upon one's geographic location.

Goros boasts an atmosphere predominantly composed of Nitrogen and Oxygen, mirroring Earth's atmospheric makeup. However, it deviates significantly in terms of its perilous levels of CO2, rendering it a hostile and inhospitable environment for human life.

PHYSICAL DESCRIPTION

Considered by humans as the "Amazons" of the Galaxy, the Argisolari are an alien race that resides in tightly-knit communities scattered across Goros. Known for their demanding and independent nature, they possess an unwavering dedication to safeguarding their fellow race members, even at the cost of their own lives.

Standing at an impressive height ranging from 6 to 8 feet, the Argisolari display formidable arms and legs. Beneath the layers of dirt, war paint, tattoos, scars, and sweat lies a woman exuding both earthly beauty and strength. Their hair, eyes, and skin exhibit a diverse array of colors inspired by nature, predominantly leaning towards earth tones. While their skin can encompass any shade of brown, the hues of their hair and eyes span a spectrum of greens, browns, tans, golds, and pale blues. Their ears are elongated and sometimes pointed, like those of an elf. Within individual tribes, sisters often share similar coloration, with only a few outliers. Despite these variations, the Argisolari tend to bear striking resemblances to one another in terms of appearance and stature.

The attire of the Argisolari primarily consists of hides or leathers embellished with decorative accents crafted from materials found in the wilderness or acquired as trophies from their vanquished foes. Their armor is intentionally muted, blending harmoniously with the natural surroundings. Frequently, metallic armaments are layered with delicate leather or cloth to conceal their true nature, although such armor remains a rarity within their tribes.

In addition to their distinctive adornments, the Argisolari possess a penchant for intricate tattoos. These vibrant markings utilize a dye derived from fermenting and boiling a local fruit, resulting in a mesmerizing blueish purple hue. Their tattoos range from subtle designs to elaborate full-body artistry, featuring depictions of animals or even tattooed camouflage. The dye readily permeates clothing, often staining garments, and is also employed to dye the robes of the priestesses among them.

History and Planet

Goros, a deadly environment, proved treacherous for its male inhabitants. Once a thriving civilization, it now lay in ruins, dominated solely by eternally-cursed women. The ancient culture had dwindled to its last remnants. In this desolate land, conception was no longer a natural process but instead achieved through the advanced reproductive technology of the Nazatrons. Surprisingly, it required only a single parent for successful reproduction. Consequently, the cycle of natural selection led to the birth of only female Argisolari.

Nestled deep within the ancient forests, far from the reaches of civilized planets, the Argisolari roamed freely. These fierce women hunted and foraged amidst the dense jungles, guarding their homes and protecting their sisters from the monstrous creatures that lurked in the shadows. Their lives were defined by strength and resilience, as they faced the harsh realities of Goros. Survival in such unforgiving environments demanded not only wise choices but also unwavering fortitude.

The Argisolari had embraced their untamed existence, living in harmony with the untamed wilderness that surrounded them. They had become one with the land, adapting to its challenges and honing their skills to thrive amidst adversity. Their bonds with each other grew stronger, their sisterhood a formidable force that bound them together through the trials and tribulations they faced.

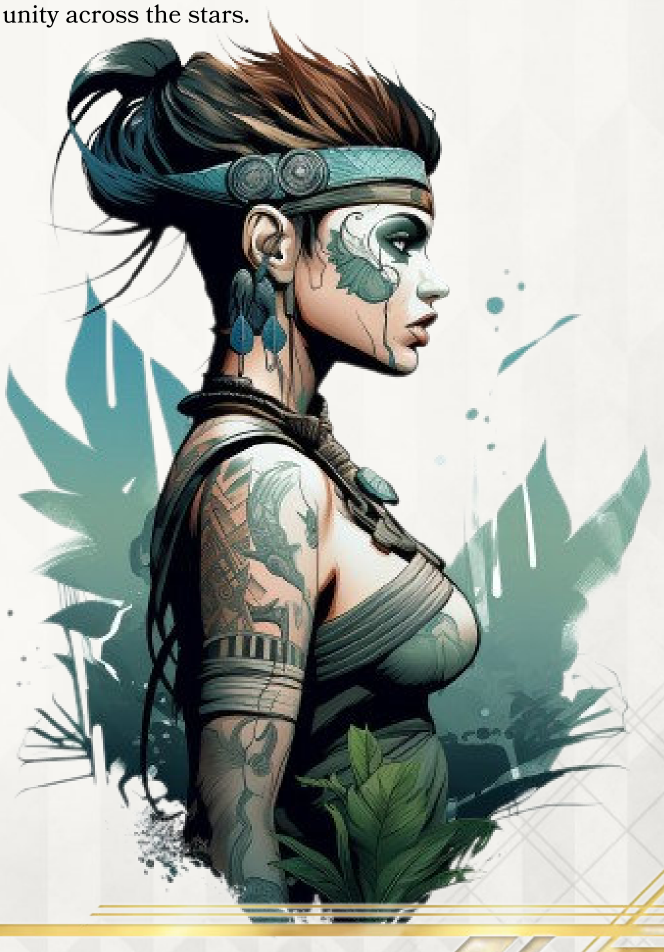
Though their lives were often cut short, the Argisolari left an indelible mark on Goros. Their fierce spirit and undying determination served as a testament to their resilience. Their stories echoed through the ancient ruins, a reminder of the strength and tenacity that had once defined their culture. As the last vestiges of an era long gone, the female Argisolari upheld the honor and legacy of their people in this unforgiving world.

Attitudes and Beliefs

Argisolaris are known for their swift decision-making, relying on their instincts rather than prolonged discussions that may only muddle the situation. They possess a natural tendency to harbor skepticism towards beings hailing from other planets, particularly males. However, given ample time, they can foster friendships beyond their own race. It is worth noting that Argisolaris are typically raised with predetermined life paths, which makes them steadfast in their beliefs once they have formed an opinion.

Among the Argisolaris, those who embark on the path of being "adventurers of the stars" often find themselves as outcasts or are compelled to travel by the decree of their priestesses. Consequently, they often establish more affable relationships with individuals from other planets compared to their sequestered sisters, who prefer to remain within the confines of their own culture.

These adventurous Argisolaris, venturing into the vast unknown of the cosmos, possess an innate curiosity that sets them apart from their more traditional counterparts. Their interactions with diverse cultures and foreign landscapes broaden their perspectives, fostering a greater appreciation for the diversity and intricacies of the universe. Through their journeys, they come to recognize that the bonds forged with fellow travelers transcend planetary origins, embracing the shared experiences and trials of their cosmic odyssey. This realization instills in them a profound sense of camaraderie and an unwavering belief in the power of unity across the stars.



RELATIONS

Wild yet not uncivilized, the Argisolari are often misunderstood, burdened with the misconception that they lack any semblance of "civilized" knowledge. Such misconceptions are intentionally fabricated to incite fear and sow distrust, but they do not accurately represent these unique beings. In truth, most Argisolari tribes embody a peaceful nature and prefer to avoid unnecessary conflicts with other races. Their ways are far from primitive; rather, they have honed a remarkable expertise in craftsmanship that rivals even the most skilled artisans of grand cities.

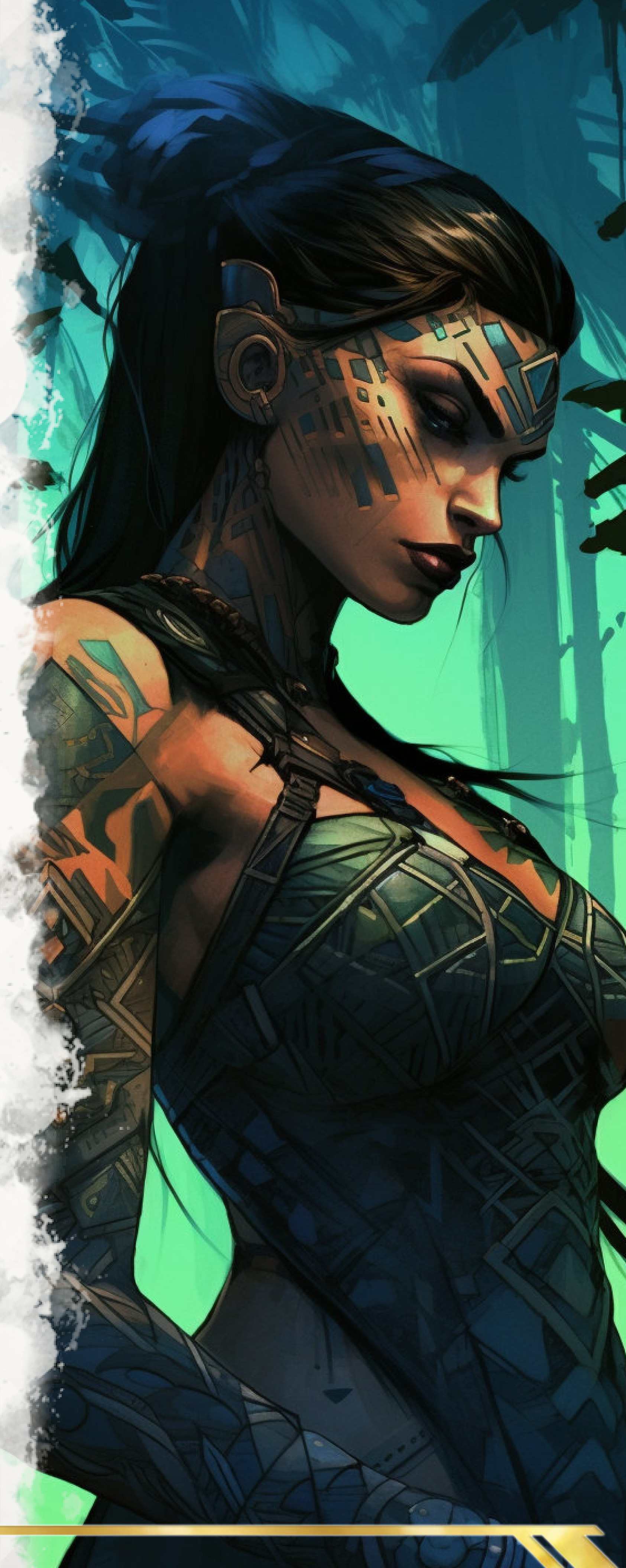
While their preference for utilizing natural materials means that their arms and armor seldom incorporate metals, they have ingeniously devised methods to fashion protective gear that rivals the effectiveness of a conventional breastplate. Their resilient hide armor offers comprehensive defense, while their weapons are meticulously crafted from the sturdy bones of formidable creatures, often surpassing the strength of iron. The Argisolari's craftwork goes beyond mere functionality; it is infused with an inherent aesthetic beauty, a quality that often surprises and captivates other races when they chance upon a true Argisolari during their journeys far from the home planet.

Contrary to what some might assume, the Argisolari are not oblivious to the perceptions held by outsiders. They possess a keen awareness of the prevailing stereotypes and are known to cunningly play into these misconceptions when it serves their purpose of dissuading intruders from encroaching upon their lands or planet.

In their interactions with other races, the Argisolari display a genuine fondness for fostering connections, particularly through trade and embarking on joint adventures. They possess an innate ability to establish rapport with a wide range of races, but they share a special affinity with the Nazatrons. Many races hold a deep admiration for the Argisolari, not only for their unparalleled smithing abilities but also for the sense of freedom that seems to emanate from their very beings.

RELIGION

Argisolaris have mastered the art of adapting to the myriad challenges presented by the vast expanse of the galaxy. Their remarkable ability to thrive in even the most inhospitable environments has left interlopers in awe and envy. The spiritual beliefs of Argisolaris are deeply intertwined with their worship of an extensive pantheon of Star Gods, ancient deities, and enigmatic entities, each revered by different tribes. Among these tribes, a prevailing belief exists that the arrival of the Nazatrons, enigmatic beings from beyond the stars, is a divine intervention orchestrated by the Star Gods themselves, leading many to view the Nazatrons as messianic figures.



Rooted in their tribal traditions, Argisolaris hold steadfast to a profound superstitious nature, attuned to the subtle signs and omens that surround them:

- The passage of a great black bird's shadow over an individual is perceived as an ill omen, foretelling of impending misfortune.
- Observing an owl during daylight hours is regarded as a harbinger of bad luck, with the belief that something valuable will be lost in the near future.
- If a great moth alights upon an individual, it is seen as a chilling symbol of death, serving as a premonition that either they or someone close to them will soon pass away.
- When a turtle allows one to touch its head without retracting into its protective shell, it is seen as a promising sign of auspicious circumstances to come.
- The act of catching a falling feather is seen as an auspicious occurrence, signifying the imminent reappearance of something or someone long absent from an individual's life.
- A mournful cry heard in the night serves as a forewarning of inclement weather on the horizon.
- Being stung by a bee while asleep is interpreted as a symbol of forthcoming hard work, yet accompanied by the promise of great rewards.

Through their deeply ingrained superstitions, the Argisolaris have developed a keen sensitivity to the world around them, allowing them to navigate the galaxy with a heightened sense of awareness and adaptability.

ARGISOLARI NAMES

Argisolaris have short names, nicknames and titles rather than surnames. Their common names are typically short and easy to pronounce for use in combat and hunting situations.

Male: No male names

Female: Most common names are Nordic, Celtic, Latin and Greek origins names. As well as nicknames or titles.

ARGISOLARI TRAITS

A proud race of fierce warmaidens and skilled huntresses.

ABILITY SCORE INCREASE

Your Dexterity score increases by 2 and Charisma score by 1.

AGE

Argisolaris reach adulthood at the age of 14 and typically have a lifespan of slightly over 150 years.

ALIGNMENT

Argisolaris usually tend toward neutral or lawful alignments.

SIZE

Argisolaris typically stand roughly between 6 and 8 feet tall and weigh between 180 and 270 pounds. Your size is Medium.

SPEED

Your base walking speed is 35 feet.

LANGUAGES

You can speak, read, and write Common and Amian (Argisolari's language).

RUGGED BUILD

Your people place great emphasis on self-improvement, and your naturally adept physique makes you significantly stronger than most races of your size found on other planets. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

POWERFUL GRACE

Argisolaris possess an inherent and awe-inspiring presence, bordering on the divine, though it may be perceived as somewhat untamed or uncivilized by other races. This captivating aura is notable enough for others to take notice. Whenever you make a Persuasion or an Intimidation check against a Humanoid creature, you gain advantage on this rolls.

BEAST HUNTER

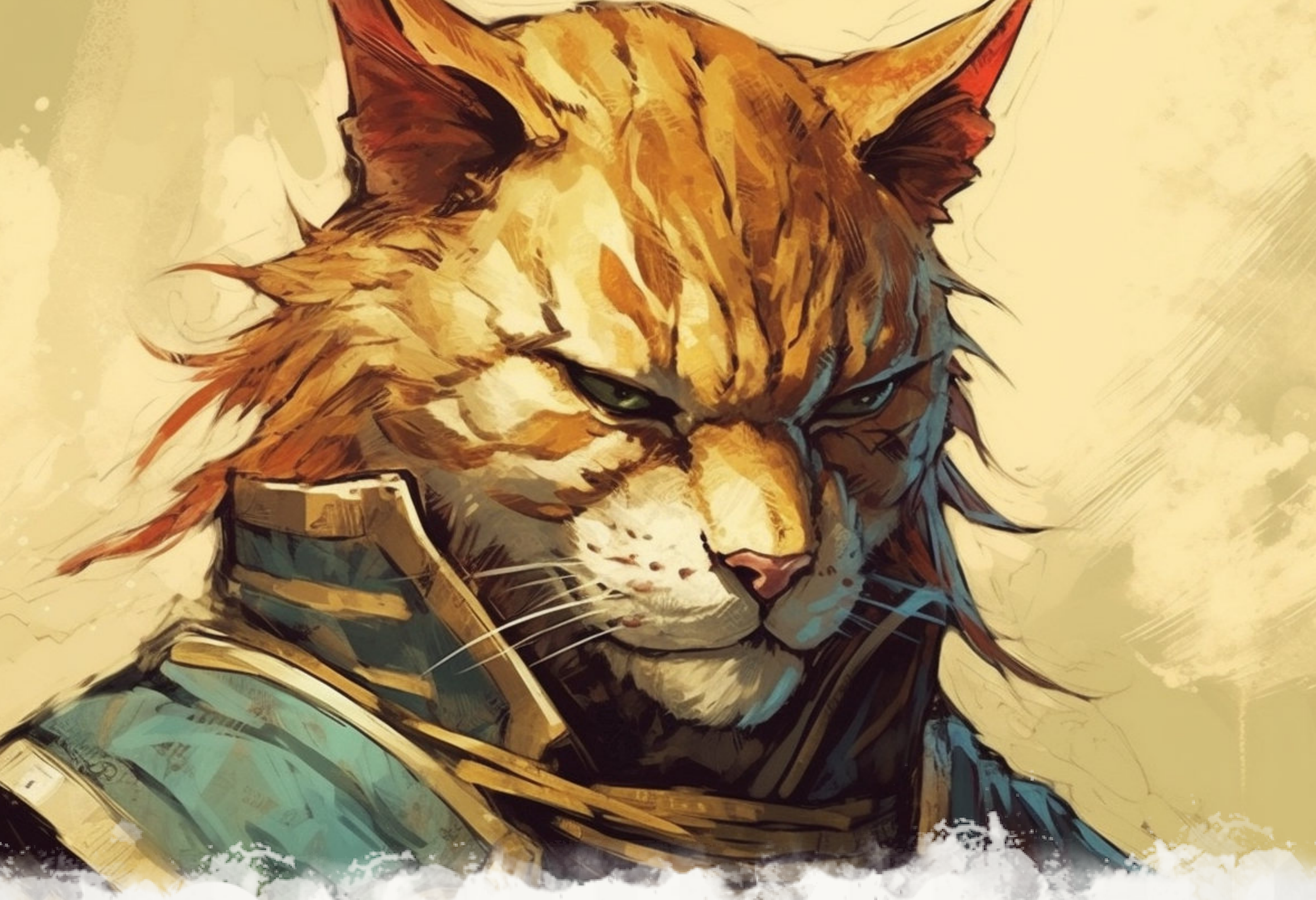
Many tribes find themselves in the challenging position of sharing their lands with formidable predators and savage monsters. You have advantage on checks you make in order to track Beast type creatures.

WARMAIDEN'S AND HUNTER'S LORE

You are proficient in two of the following skills of your choice: Animal handling, Nature, Perception, Stealth, Survival.

ISOLATED

You have been separated from individuals of the opposite sex for an extended period, which has hindered your understanding of them. You have disadvantage on Wisdom (Insight) checks on male Humanoids.



Mows

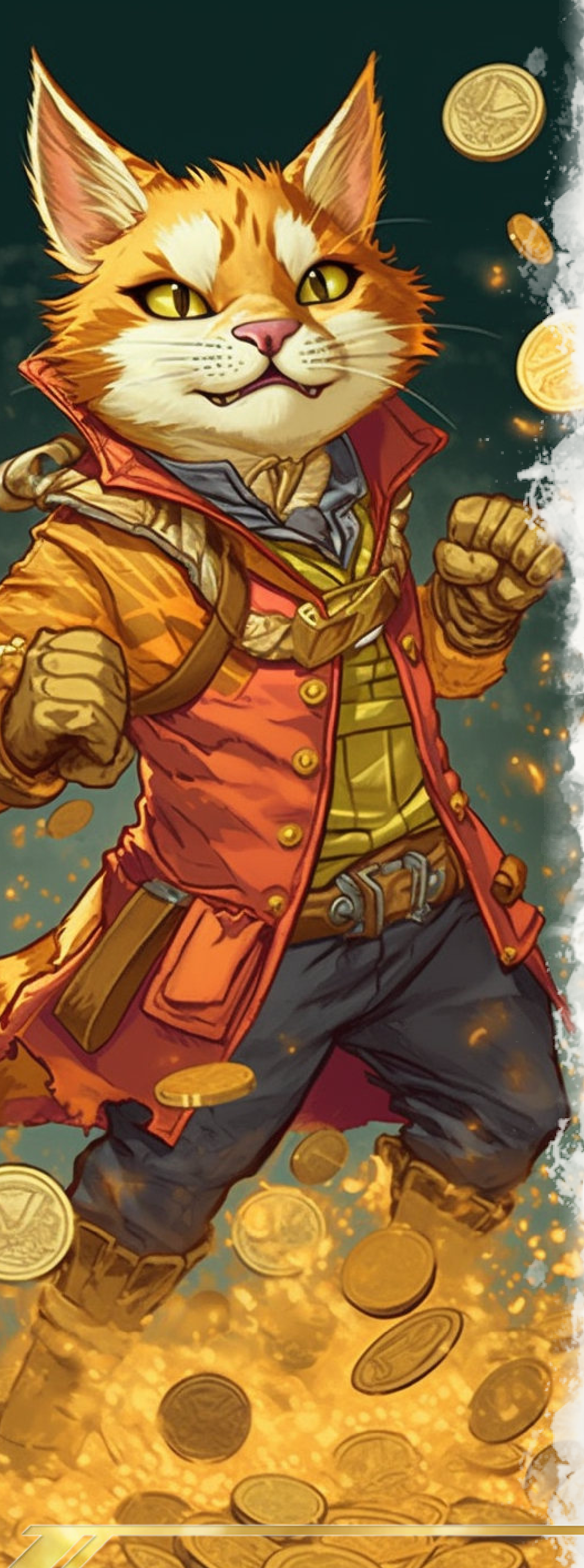
Despite their humble appearance, Mows frequently conceal a multitude of emotions—greed, wrath, lust, and revulsion—behind their serene façade. This aspect, often referred to as their "second self" within Mow society, creates a perception of bipolarity when observed by other races. Consequently, Mows are consistently undervalued and recognized for their shrewdness in matters of business and trade, establishing them as one of the most financially astute races in the entire Galaxy. On their home planet, Valenti, various autonomous nations dot the landscape, primarily inhabited by closely-knit Mow communities.

Physical Description

Mows are small humanoid felines known for their distinctive features, the most notable being their fur, which varies depending on their sub-race. In colder regions, the majority of Mows possess long, luxurious coats that are predominantly white. These coats serve a dual purpose: they help insulate the Mows from the biting cold, while also providing camouflage amidst the winter snow. During the summer months, the fur molts to accommodate the changing seasons.

On the other hand, Mows hailing from temperate climates boast shorter fur that typically exhibits shades of brown and black. These coats often display robust tabby markings, enabling these feline creatures to blend seamlessly into their natural surroundings. It's worth noting that Mows of mixed heritage, particularly those residing in urban environments, often exhibit coats with a wide range of colors, setting them apart from their counterparts.

While Mows generally prefer not to wear clothes, they do adorn themselves with armor when necessary, as long as it doesn't hinder their agility and mobility. This allows them to strike a balance between protection and freedom of movement in their adventures and battles.



History and Planet

The first migration of the Mow originated from the expansive plains of **Valenti**, giving rise to hunter-gatherer tribes that roamed the vast grasslands. While certain groups chose to maintain their ancestral lifestyle and continue dwelling on the plains to this very day, others ventured further north into colder and more rugged terrains. Although food resources may have been scarcer in these regions, the presence of carnivorous predators was notably diminished due to the challenging landscape, offering an advantage to the agile and coordinated Mow population.

Over time, as the Mow population grew, a subset of individuals branched away from their original clans and established bustling cities. These urban centers not only thrived as self-sustaining communities but also engaged in trade with diverse races from other planets. Remarkably, it was these enterprising Mow cities that pioneered the adoption of the Talon as the universal currency, accepted throughout the territories controlled by member races across the Pangalactic alliance.

As a result, the Mow civilization played a pivotal role in the establishment and widespread acceptance of the Talon as a standardized form of currency, facilitating commerce and interactions among the various races that comprised the Pangalactic alliance.

Society

Most Plains Mows live in nomadic groups or small villages, closely adhering to the rules laid out by their societies. They are characterized by their collective society, which sets them apart from other Mows. The group takes care of the cubs, and food from hunts is shared among the members. Unlike other Mows, Plains Mows do not adhere to the concept of marriage or unions, considering it unnecessary. However, they hold personal belongings in high regard. Furs, bones, weapons, peculiar rocks, and even seemingly useless trinkets are cherished by Plains Mows as their personal treasures. In Plains Mows society, stealing from another member of the tribe is considered a grave offense, leading to the offender being exiled or even facing death as punishment.

On the other hand, Arctic Mows are more individualistic in nature. While their clan is led by a matriarch who establishes the ground rules, the majority of Mows in a clan often operate independently, only returning to the clan to share the spoils of their hunts or to seek rest. This characteristic makes them less sociable compared to their counterparts, to the extent that some Mows jest, saying, “What’s the difference between a White Fur (Arctic Mow) and a statue? A statue doesn’t walk away when you talk to it.” However, when Arctic Mows do establish social connections, be it friendship or a mate, they display unwavering loyalty.

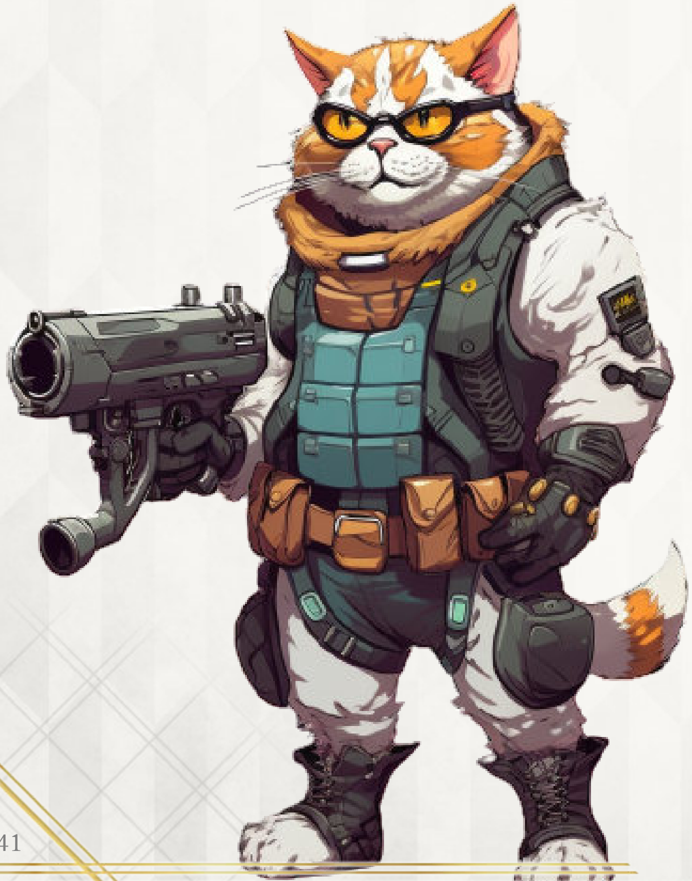
Urban Mows exhibit a wide range of characteristics, making them the most diverse among the Mow subgroups. These Mows can be found either dwelling in bustling cities or traversing the roads that connect them. Some live as loners, while others form caravans or join existing communities. The common thread among them is their generally affable nature and business acumen, even if it means getting their hands on your purse.

Mows tend to get along well with most other races. It is not uncommon to encounter integrated Mows in various realms, each with varying degrees of success. Typically, these Mows are raised within their own families before embarking on an apprenticeship with someone from another race. Humans and Xanadians find their audacity and spirit amusing. Soremoranis regard them as good friends, appreciating their company. Xanadians may grumble about Mows, but they can't help inviting them over time and again. Araimassrizi are fond of their physical nature and often view them as their endearing furry companions.

MOW NAMES

Most names for Mows generally fall into two categories: common words chosen based on physical or personality traits, or typical Human names. It is quite common for Mows to acquire multiple nicknames over time, which they use in different settings.

Male or Female: Boots, Demon, Crescent, Growler, Hunter, Oranges, Mouser, Night, Racer, Biscuit, Jazz, Trivia, Jayden, Cotton, Robert, Lisa, etc.



MOW TRAITS

Inquisitive small felines, brimming with energy and pride.

ABILITY SCORE INCREASE

Your Charisma score increases by 2.

AGE

Mows have shorter lifespans than most other races. They typically reach maturity at around 5 years and can live for 40-50 years.

ALIGNMENT

Their "second self" ensures that a Mow is capable of anything, although they often are chaotic good.

SIZE

Typically 3'0"-5'0", 60-80 pounds. Your size is Small.

SPEED

Your base walking speed is 25 feet.

LANGUAGES

Mows can speak, read and write Common, Catkin (Mows' language) and one more language of your choice.

CLAWS

You are proficient with your unarmed strikes which deal 1d4 slashing damage and are considered finesse weapons.

DARKVISION

Mows possess remarkable aptitude when it comes to perceiving their surroundings in dimly lit conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

SOFT FALL

You have resistance against falling damage. Additionally, you always land on your feet when falling.

SUBRACES

Choose from the arctic, plains and urban subraces.

ARCTIC MOWS

Arctic Mows are renowned for their exceptional survival skills and adept tracking abilities. With their robust physique, characterized by a thick fur coat and large paws, they are ideally suited for braving harsh environments. These creatures tend to be solitary in nature, displaying limited sociability. Their occupations often revolve around serving as highly capable bodyguards or proficient guides within frigid or mountainous regions. Thanks to their innate instincts and physical attributes, arctic mowls prove to be invaluable companions in treacherous terrains.

ABILITY SCORE INCREASE

Your Constitution score increases by 1.

RURAL LIVING

You are proficient in the Survival skill. Additionally, whenever you make a Wisdom (Survival) check, while in cold or mountainous regions, you may add double your proficiency bonus to the check, instead of your normal proficiency bonus.

THICK COAT

You have become acclimated to extreme cold, as detailed in Chapter 5 of the Game Master's Guide.

PLAINS MOWS

Plains Mows are renowned for their exceptional craftsmanship in arts, beadwork, pottery, and various other artisanal pursuits. Moreover, they possess a remarkable ability to swiftly accelerate during hunting endeavors, displaying their agility and quickness. These agile creatures boast a sleek coat of thin fur. Commonly found engaging in occupations such as banditry, artistic pursuits, or hunting, their chosen professions reflect their diverse skill sets and inclinations.

ABILITY SCORE INCREASE

Your Dexterity score increases by 1.

BURST OF SPEED

When you take the Dash action, you can move an additional 20 feet.

FINE CRAFTSMANSHIP

You gain proficiency in an artisan tool set of your choice.

URBAN MOWS

Urban Mows are renowned for their remarkable level-headedness and astute business acumen. These remarkable creatures possess a combination of dexterity and patience, attributes that are highly valued in their communities. Additionally, their thick fur has the unique ability to adapt and adjust in accordance with their surrounding environment. As a result, they are well-equipped to thrive in a wide range of settings.

ABILITY SCORE INCREASE

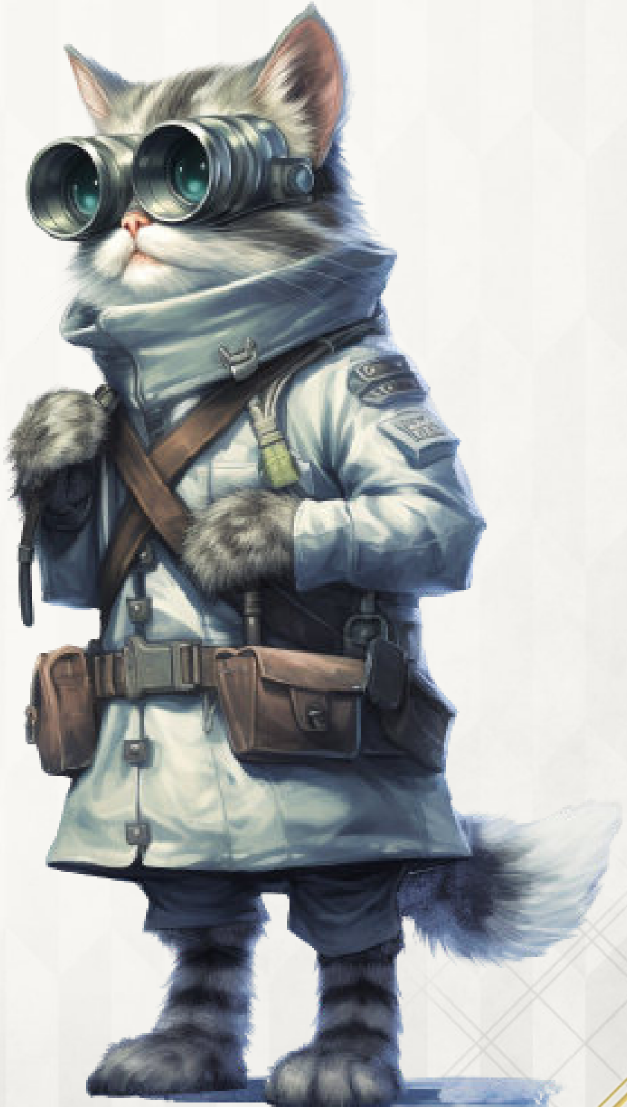
Your Intelligence score increases by 1.

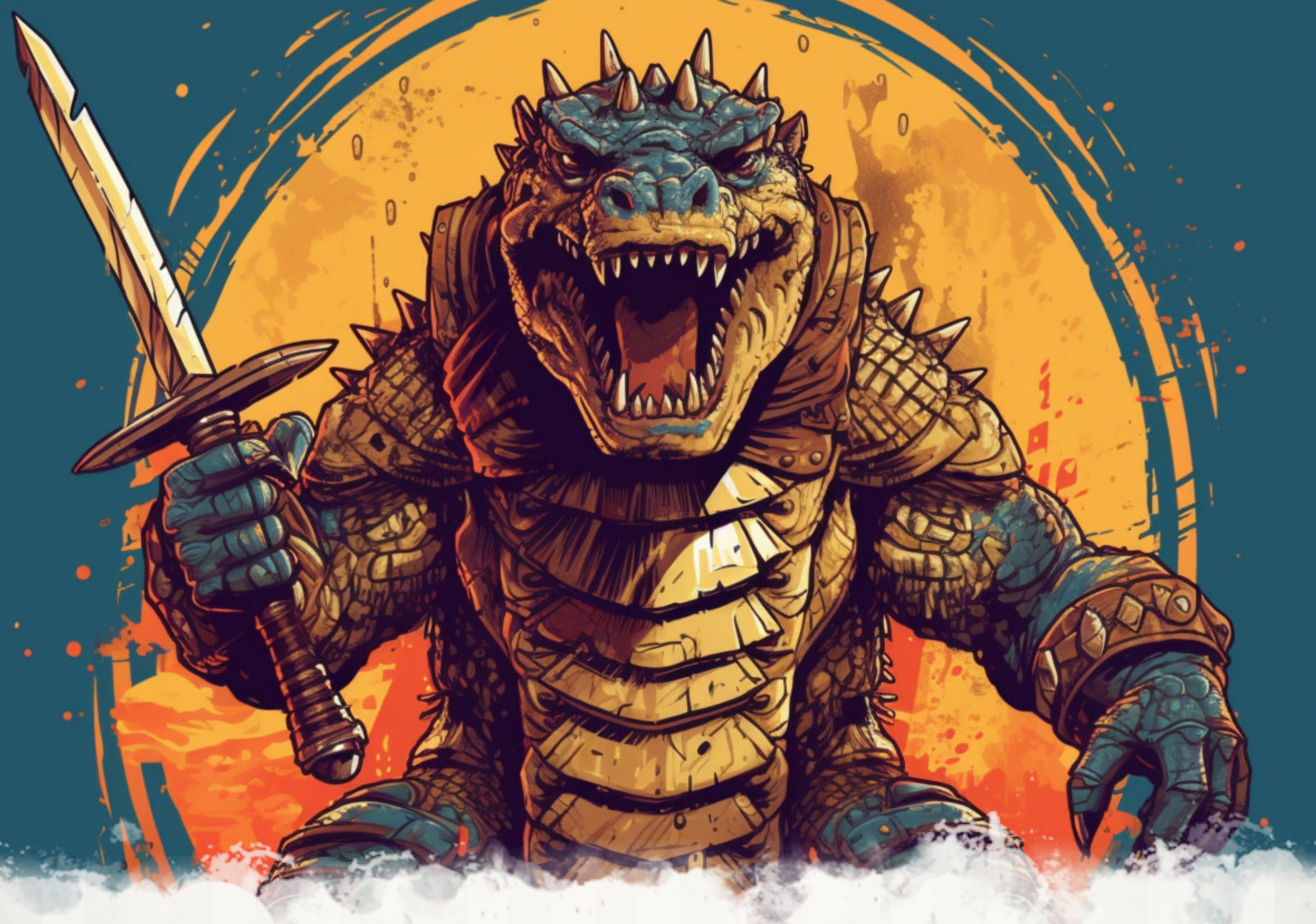
FELINE INTUITION

Whenever you make an Insight, Persuasion or Deception check for commercial practices such as bargaining or trading, you are considered proficient in those skills and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

NATURAL THIEF

You are proficient in the Sleight of Hand skill.





ARAIMASSRIZIS

The home planet of Araimassrizis is Izengor, a captivating tropical paradise renowned for its lush forests, pristine beaches, and vibrant fauna. Stretching unbroken around its equator, a majestic continent acts as a natural barrier, dividing the planet's Northern and Southern oceans. This flourishing landmass teems with diverse forms of life, mirroring the abundant vitality found within its watery realms. Izengor stands as the domain where the Araimassrizi proudly claim their position as the apex predators of the planet. While they possess impressive technological advancements, the Araimassrizi have deliberately embraced a more primitive way of life, honoring their roots and ancient traditions.

PHYSICAL DESCRIPTION

These beast-like creatures are known as Araimassrizis, humanoid alligators that tower above the average human. Typically standing at a height of 7 feet, they can reach impressive heights of up to 9 feet. A unique characteristic of some Araimassrizis is their striking pure white eyes, which are often revered as a symbol of strength, endurance, and a resolute dedication to protecting their kin.

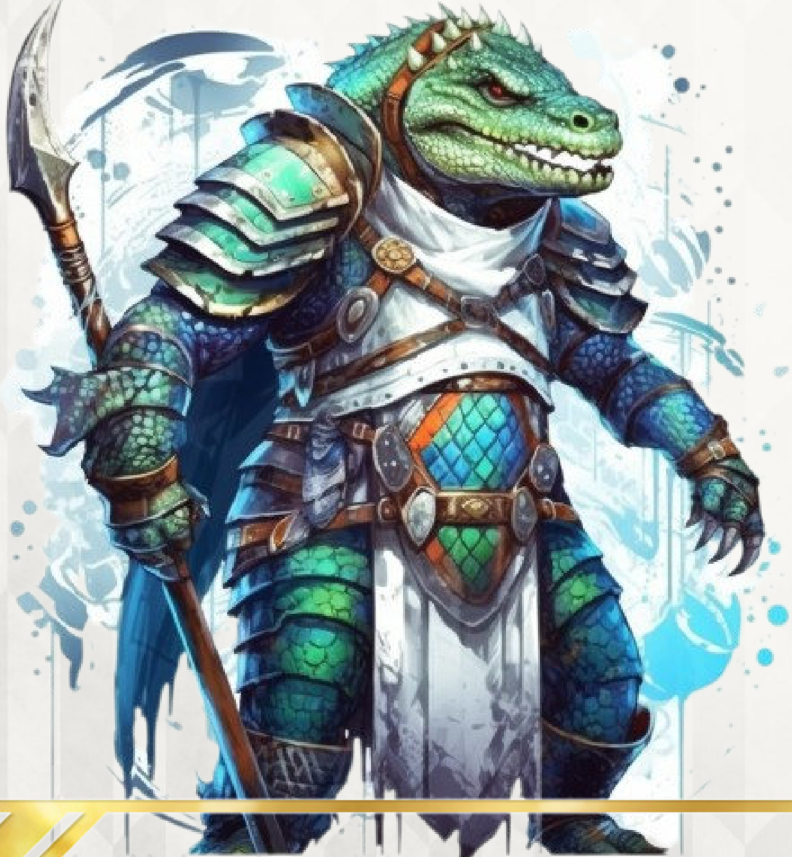
Adorned with a splendid array of scales, Araimassrizis display a deep shade of dark green on their back, arms, and tail. Contrasting this dominant hue, their belly, hands, and lower jaw are embellished with gleaming white scales, creating a captivating visual contrast. These creatures undergo the transition into adulthood around the age of 25, and they reach old age at approximately 180 years. Remarkably, healthy Araimassrizis can extend their lifespans up to an astounding 225 years, exemplifying their robust nature and longevity.

HISTORY AND PLANET

Araimassrizis, a tribe born amidst the vast swamp lands of Izengor, had long held steadfast reverence for Osses, the ethereal Star Goddess who embodied the very essence of their watery domain. For countless years, peace and serenity reigned supreme, nurturing a harmonious existence within their secluded enclave. However, tranquility gradually gave way to apprehension as intruders unknowingly siphoned away their life-giving water sources under the misguided pretense of "sharing." Faced with a perilous threat to their survival, the tribe's leader were compelled to enforce strict access controls, permitting entry only to those expressly authorized by their wise and esteemed ruler.

Yet, amidst the delicate balance between preservation and vulnerability, an extraordinary encounter unfolded when the enigmatic Xanadians appeared on the horizon. At first, Araimassrizis, their instincts sharpened by a history of adversity, instinctively bristled against these unfamiliar interlopers, viewing them through a lens of skepticism and potential menace. However, as the Xanadians' true intentions gradually became apparent, an aura of cautious curiosity replaced the initial animosity.

Recognizing the opportunity for mutual understanding and cooperation, the leader of Araimassrizis extended an invitation to the Xanadians, beckoning them to engage in earnest discourse with the revered king of their tribe. Over a series of protracted conversations, accompanied by the ancient echoes of the swamp and guided by the wisdom of their respective cultures, bridges were forged and a profound realization began to take root: the potential for a shared destiny and a future intertwined.



The culmination of these exchanges birthed a momentous decision that would forever alter the trajectory of Araimassrizis. With resolute determination, the tribe chose to bind their fate to the cosmic tapestry of the Galactic Alliance of Astral Horizon galaxy. Their decision to embrace this unified destiny resonated deeply, transforming them from isolated dwellers into esteemed members of a greater whole, their contributions to the Alliance's endeavors revered and cherished.

Since their integration into the illustrious fold of the Galactic Alliance, the Araimassrizis have ceaselessly proven their mettle and demonstrated unwavering loyalty to the collective cause. Their vast knowledge of the swamp lands, honed through generations of custodianship, has empowered the Alliance with invaluable insights into the enigmatic mysteries of the natural world.

SOCIETY

Araimassrizis are known for their strong will, loyalty, and pride in their people. They hold great respect for individuals who exhibit courage and loyalty, but they are not quick to form friendships. The loss of a significant portion of their water supply has made them cautious about sharing resources.

Typically, Araimassrizis make their homes in marshes, swamps, and occasionally rivers if they are outcasts. They do not have a strong preference for grand inherited dwellings; instead, they value a life built on personal accomplishments. However, they do hold a deep reverence for kings and leaders.

As aquatic creatures, many Araimassrizis have a vital need for regular water intake. It is essential for their well-being and provides them with energy. They must either drink copious amounts of water or have the opportunity to submerge themselves at least once a day.

Araimassrizis possess a natural inclination for humor and conversation. They delight in sharing tales of battles and personal achievements. Initially, they may come across as straightforward or even blunt during conversations, especially if they feel interrupted. Additionally, they display a peculiar fondness for Mows, which sets them apart.

ARAIMASSRIZI NAMES

Male Araimassrizi typically exhibit a distinctive phonetic pattern characterized by a frequent utilization of the "sh" sound along with the abundant use of the vowel "a." On the other hand, females also commonly employ the vowel "a," yet their speech tends to incorporate a greater prevalence of harder consonants.

Male: Kasha, Alshao, Naish, Shaso

Female: Takika, Zaza, Gotakak, Roakat

Araimassrizi Traits

Massive humanoid alligators.

Ability Score Increase

Your Strength, Constitution and Sanity score each increases by 1.

Age

They age much slower than other races as they reach maturity at 25, and commonly pass away at the age of 200 years.

Alignment

They tend to be chaotic in alignment. Those who wish vengeance for their water supply stolen, may choose an evil alignment.

Size

Araimassrizis vary widely in height and build, from 6'-8' tall. Your size is Medium.

Speed

Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

Languages

You can speak, read, and write in Crocolian (Araimassrizis' language) and one more language of your choice.

Darkvision

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Natural Surroundings

You have advantage on Stealth and Perception checks, while in swamp environments.

Jaw Trap

You may use your jaw to grapple creatures with size of equal or smaller than you. If a creature fails its check to escape your grapple, as part of the same action, you can bite into them with your sharp teeth dealing piercing damage equal to 1d6 + your Strength modifier.

Claws

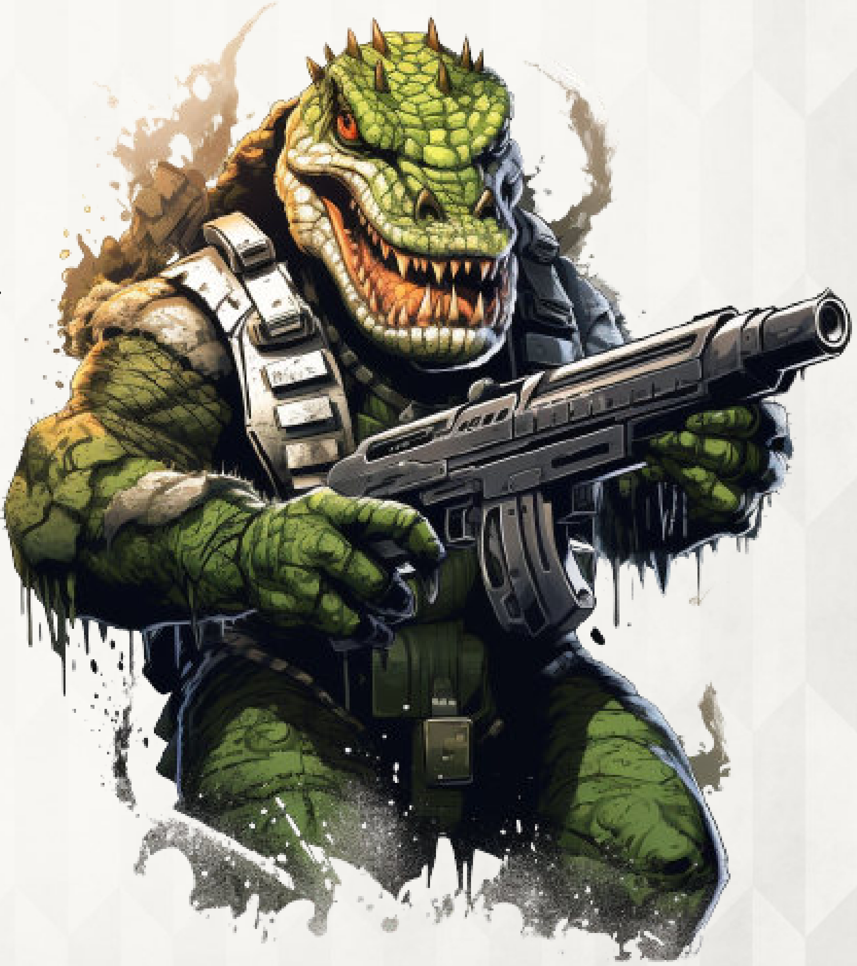
Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier.

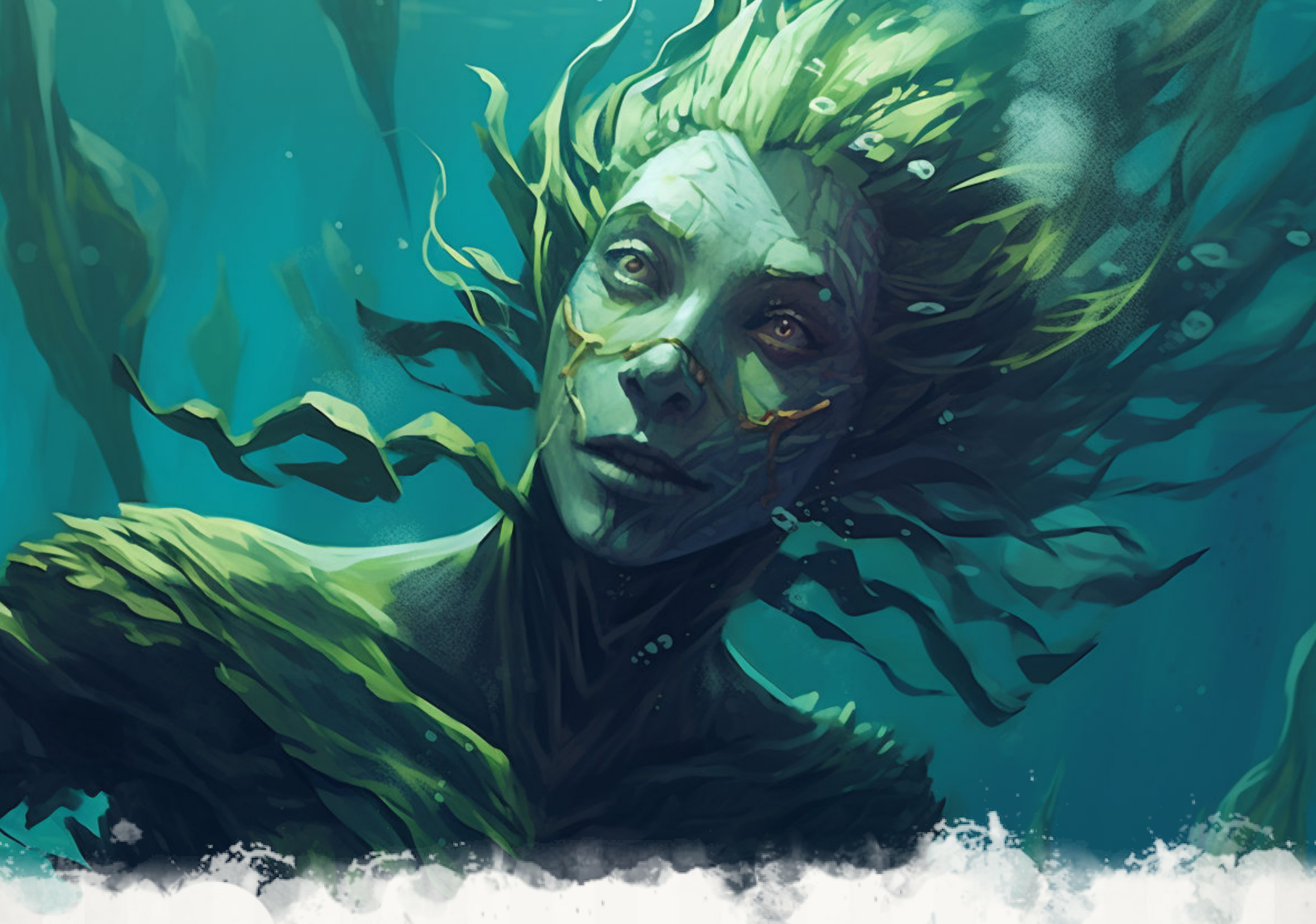
Aquatic Hunter

Your multiple-chambered stomach grants you the remarkable ability to store food for extended periods, enabling you to consume up to three days' worth of nourishment in a single sitting, effectively delaying starvation. However, due to your inherent aquatic nature, you must ingest twice the amount of liquid required by an average Medium-sized creature. This heightened demand for fluids, however, can be mitigated by immersing yourself in fresh water for a duration of one hour, effectively alleviating the need to consume additional liquids.

Blood Hunter

You gain advantage on Survival checks when tracking creatures whose current hit points are lower than their maximum hit points, as long as the creature possesses blood.





S' QUOLIANS

The S'Quolians inhabit a planet known as Mayar, which stands in contrast to Earth both in size and composition. Mayar, although smaller than Earth, possesses a unique characteristic: a staggering 90% of its surface is enveloped by water. This aquatic world boasts a remarkably breathable oxygen atmosphere, sustaining the remarkable diversity of life that thrives beneath its aqueous depths. As one gazes upon the expansive oceanic expanses, only occasional patches of barren land peek above the undulating waves. Remarkably, despite the abundance of marine life, no organism has ever managed to establish a colony on the planet's surface, making it an enigmatic and unexplored frontier.

Physical Description

S' Quolians are a race distinct from typical humans, characterized by their slender and towering physique. They exhibit sexual dimorphism, with males displaying a range of greyish to bluish skin tones, while females boast captivating skin hues of green, purple, or white. An intriguing aspect of their appearance is their fine, seaweed-like hair, which grows exclusively on their heads and faces. Males possess striking fin-like ears, while females possess elegantly pointed elf-like ears. An extraordinary feature unique to S' Quolians is the presence of retractable gills situated on the back of their necks, enabling them to respire underwater. Consequently, they are often referred to as the "Children of the Ocean" by other races, acknowledging their deep affinity with aquatic realms.

In terms of their overall bodily structure, S' Quolians share a general humanoid form, albeit with their own distinctive attributes. Their eyes are commonly observed in various shades of blue, reminiscent of the ever-changing waves and frothy sea foam, although some individuals may possess eyes of a deep, mysterious black. Furthermore, their hair is frequently observed in captivating hues of black, green, blue, or even a delicate pale blonde. Despite their slender frames, S' Quolians possess a surprising degree of strength and musculature, indicating their adaptability to the environments they inhabit.

Given their inclination towards spending ample time submerged in water, it is not uncommon for S' Quolians to bear traces of their aquatic ventures on their skin and hair. This may manifest as traces of sand, intertwined strands of seaweed, or even the occasional presence of barnacles, lending a unique and mesmerizing aesthetic to their appearance.

History and Planet

Ages ago, when the **Mayar** was but a young planet, the emergence of the S'Quolians took place in the vast depths of the ocean. Alongside a myriad of other creatures, born from the primordial soup teeming with nascent life, they embarked on a journey to perfect and shape existence beneath the waves. Building magnificent underwater cities and engaging in epic battles against rival clans, they lived in a manner not dissimilar to humans on Earth. The ocean, their true home, held a special place in their hearts, revered even more than life itself. For many S'Quolians, the ocean and life were inseparable, intertwined as one. Consequently, only a scarce few would venture to the surface or explore distant planets. Instead, they chose to reside in their grand underwater cities and coexist with the diverse array of creatures that thrived in the deep.

Throughout history, S'Quolians have earned a reputation as saviors to space travelers who found themselves marooned upon their shores. Legends speak of the mystical properties of a lock of S'Quolian hair, believed to safeguard one's aquatic journeys across any planet's waters.

For countless years, the S'Quolians remained concealed in the shadows, evading the notice of the Council's agents who believed Mayar to be devoid of life. Unlike fish-like beings, S'Quolians possessed limbs that allowed them to effortlessly traverse both land and water. Their gills, a vital part of their anatomy, could be retracted, enabling many adventurous young S'Quolians to venture beyond the waves, seeking their fortunes in realms unknown. Rumors abound of S'Quolians successfully integrating into societies on other planets, forming families with the inhabitants they encountered. It is even whispered that the bloodline of such unions may bear traces of S'Quolian heritage.

To the casual observer among the land races, distinguishing a S'Quolian from a human proves a challenging task. Save for the telltale gill flaps adorning their necks and their subtly pointed ears, often concealed by their flowing locks, they bear a striking resemblance to humans. Unfortunately, a widespread myth perpetuates the belief that S'Quolian gills possess the ability to grant others the gift of underwater breathing. Consequently, members of other races frequently target S'Quolians in pursuit of their gills, resulting in the loss of precious lives.

Society

S'Quolians are a noble race known for their devotion to reason, debate, meditation, and logic. They possess a natural intelligence and are renowned for their exquisite coral houses and the enchanting sea forests that serve as their cities. Their vibrant society is characterized by a celebration of joy and carefree living. Moreover, S'Quolians hold a deep fascination with the opposite sex, and their race is naturally blessed with stunning beauty. Over the centuries, they have forged enduring friendships with fey creatures, particularly those who reside in water realms.

In times of conflict, S'Quolians strive for harmony and seek to avoid unnecessary battles. However, this does not mean they shy away from confrontation. While their society embodies an Athenian-style structure, featuring lively debates in circular Socratic theaters and pedagogical teachings, there is also a resolute Spartan aspect to their culture, exemplified by their formidable warriors.

A core value of the S'Quolian people is their profound respect for the responsibilities and duties associated with all social spheres, regardless of noble or peasant status. They open their lectures to anyone willing to learn, embracing a spirit of inclusivity and knowledge-sharing through their many esteemed schools. Corruption is vehemently despised within their society, and those who neglect their obligations to serve and contribute as productive members are met with disdain.

By upholding these principles and embodying their values, the S'Quolians have established themselves as a race revered for their intellectual pursuits, harmonious coexistence, and dedication to the betterment of their society.

S' Quolian Names

S'Quolian names, in general, bear a resemblance to human names while often exuding a rugged or robust quality in their sound and structure.

Male: Percy, Glorith, Mardred, Falmar, Grilt, Trick, Tip, Crash

Female: Glory, Mardregla, Tuskirta, Optileh, Prance, Core, Marcy

S' QUOLIAN TRAITS

An intelligent and charismatic race that possesses an innate connection with the element of water.

ABILITY SCORE INCREASE

Your Wisdom increases by 2 and your Charisma or Constitution increases by 1.

AGE

The Quolians are known to possess an astonishing lifespan, spanning nearly a thousand years. It is intriguing to note that they attain adulthood at the tender age of 20, while the venerable status of a sea elder is reserved for those who have gracefully reached the remarkable age of 800. The sea elders, in particular, dedicate their time primarily to the profound practice of meditation, engrossed in deep introspection and spiritual contemplation.

ALIGNMENT

S' Quolians can not be evil or chaotic, usually preferring lawful neutral.

SIZE

Usually, males are bulky in muscle and only a bit below 7 feet tall. Females are usually petite in body size and range from 5 feet to 6 feet tall. Your size is medium.

SPEED

Your base walking speed is 30 feet. You have a swimming speed of 30 feet.

LANGUAGES

You can speak, read and write in Common, and Aquan (S' Quolians' language).

GILLS AND LUNGS

You can breathe underwater just as easily as you can breathe in the air.

CALM THE TIDE

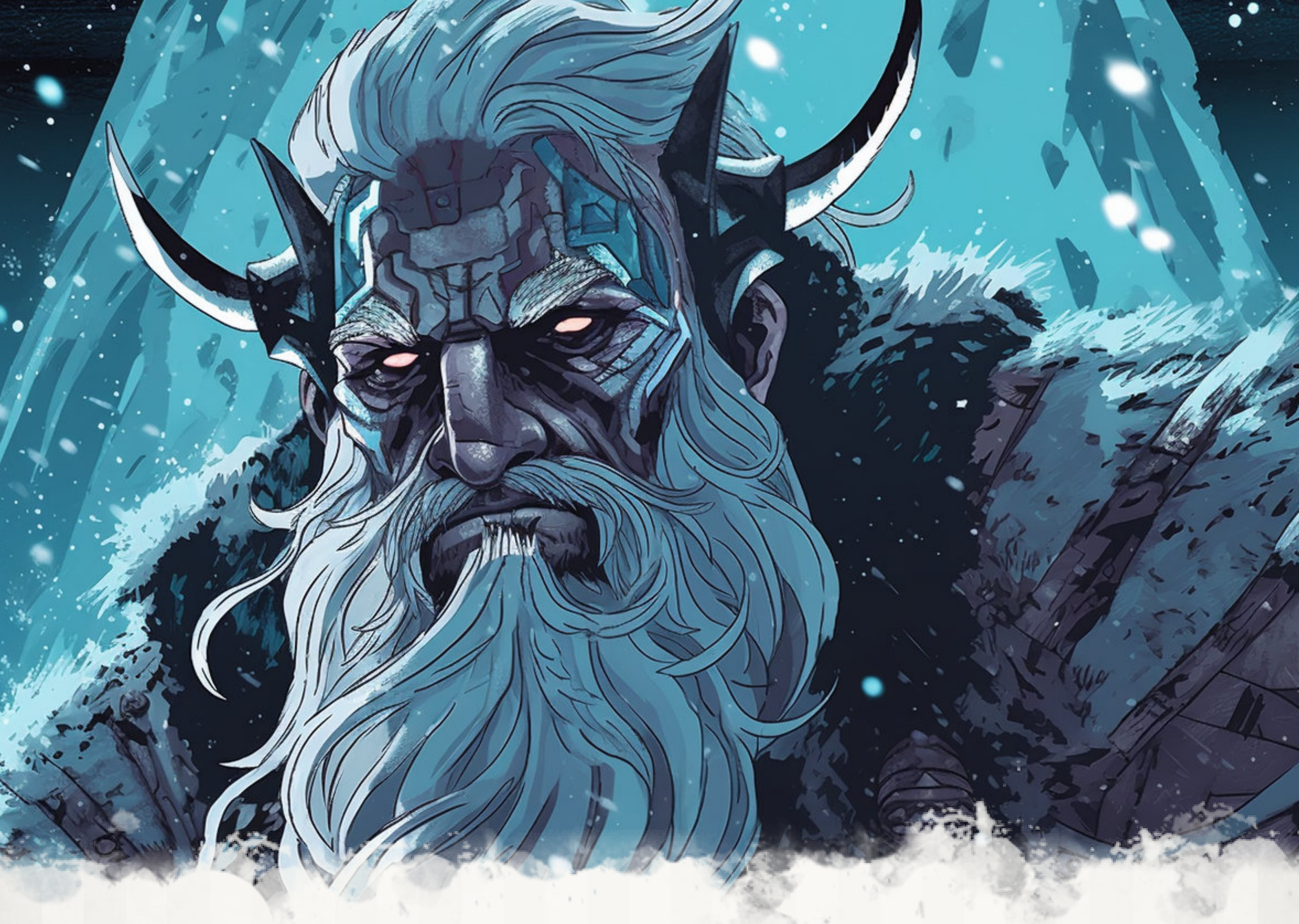
You put yourself into a deep rest at mind, and clear your inhibitions as a bonus action. This grants you advantage on your next attack roll, saving throw, or ability check. You must complete a short rest before using this trait again.

WIT OF THE DEEP

You come from a very wise bunch underwater. You have proficiency in the Persuasion and Insight skills.

OCEAN TOOLS

You are proficient with spears, lances, tridents and nets.



NORGARIS

The home planet of the Norgari race is Balgar, a frozen world that orbits its sun in a grand trajectory. This unique orbit gives rise to an unyielding arctic climate that dominates the planet's surface. With the exception of a brief span of a few weeks when Balgar draws closer to its sun, the inhabitants endure an enduring chill throughout the year.

Balgar's landscape is characterized by vast expanses of frozen oceans and towering mountains veiled in ice. The frozen oceans stretch far and wide, their icy surfaces shimmering under the faint light of distant stars. These colossal bodies of frozen water harbor an air of mystery, concealing untold secrets beneath their frigid depths.

The mountains of Balgar rise majestically towards the heavens, their peaks adorned with glimmering ice formations. These frozen sentinels stand as silent witnesses to the planet's turbulent history. The ceaseless geologic activity on Balgar manifests itself through frequent earthquakes that reverberate through the land, a constant reminder of the planet's ever-changing nature.

Amidst the unforgiving conditions and relentless geological forces, the Norgari race has adapted to thrive. They have learned to navigate the treacherous icy terrains and find solace in the extreme beauty of their home planet. Balgar, with its frozen wonders and tumultuous landscapes, serves as a crucible for the resilience and spirit of the Norgari people.

PHYSICAL DESCRIPTION

intriguing breed indeed. Descended from the same lineage as mountain giants, they bear a striking resemblance but possess unique characteristics that set them apart. Unlike their lanky counterparts, Norgaris boast a rotund physique, standing shorter in stature, and donning long, flowing beards of white or gray.

Occasionally, one might encounter a Norgari sporting magnificent horns, which can prove formidable in battle. These impressive appendages are believed to sprout as a consequence of prolonged exposure to freezing temperatures, but they possess a curious vulnerability;

they can melt away when exposed to heat. It is this juxtaposition of power and fragility that adds an air of mystery to these colossal beings.

Norgaris are typically known for their peaceful nature, embracing serenity amidst the frozen expanse. However, should their ire be awakened, they can transform into destructive forces, venting their wrath through wanton destruction and relentless rampaging. Their eyes, deeply embedded within their heads, appear as if residing within hollow sockets, lending an otherworldly aura to their visage.

The skin of a Norgari exhibits a chilling hue, resembling that of a frozen creature. Blue, with icy veins coursing through their flesh, they embody the essence of the wintry landscape that birthed them. Their bodies are stout, often accompanied by a generous belly, while their limbs extend to extraordinary lengths, giving them a peculiar yet graceful appearance.

Renowned for their carnivorous appetites, Norgaris possess razor-sharp teeth, perfectly suited for tearing through flesh with ease. These formidable dentition further adds to their intimidating presence and serves as a testament to their predatory instincts.

History

Giants have long thrived in the frigid climates, looming over the lesser races as they stalk their prey. However, among their kin, the Norgari stand apart, seldom straying from their icy peaks. Unlike their giant brethren, the Norgari possess a heightened vulnerability to the scorching heat.

When the Nazatrons first encountered the Norgari, they were astonished to find them in a state of extreme primitiveness, embroiled in relentless tribal conflicts. The Norgari, lacking the necessary intellect to transcend their differences, struggled to unite and cooperate. Nevertheless, the Nazatrons recognized the immense potential and value that this formidable race held for their Council. In response, they devoted all their resources to creating an ingenious microchip, specifically tailored to enhance the Norgari's intelligence and cognitive abilities. Their ultimate objective became clear: to implant this revolutionary chip into every member of the Norgari race.

In the present day, the Norgari have emerged as the stalwart guardians and mighty warriors of the Council. They stand as an indomitable force, bolstered by their newfound intellect and formidable physical prowess. With the Intelligence-enhancing microchip integrated into their physiology, the Norgari have transcended their primitive state and now fulfill their pivotal role within the Council with unwavering dedication.

Society

Norgaris highly value friendship and maintain special relationships even with their hereditary foes. However, when it comes to other races, they tend to exhibit a general apathy, disregarding the opinions of those they deem unworthy and inferior. This perspective can be likened to how humans view flies with indifference.

Norgaris perceive Mows as cunning and thieving creatures, always ready to engage in deceitful behavior. They consider them to be akin to rats, constantly trying to swindle others. Similarly, Araimassrizis are seen as scavengers, characterized by a perpetual state of grumbling and melancholy. Norgaris often wonder what notable achievements an Araimassrizi can accomplish when compared to their own mighty accomplishments. Nonetheless, this doesn't imply that Norgaris cannot forge friendships with Mows or Araimassrizis. In fact, they share common interests such as a fondness for good food, drink, and the art of storytelling. It's just that certain other races seem to harbor distrust and animosity towards the Norgaris, and consequently, the Norgaris reciprocate this sentiment with disdain, rather than harboring hatred towards Mows or Araimassrizis themselves.

However, the true adversaries of the Norgari race are the dragons of Goro, as well as dragons in general. Norgaris find no greater thrill than facing off against these formidable serpentine creatures in fierce combat. The sight of a Norgari engaged in a life-or-death struggle with a colossal dragon is a spectacle of unparalleled glory. Bringing down a flying wyrm and witnessing its thunderous crash to the earth is an exhilarating sport that brings immense enjoyment to the Norgaris.

Norgari Names

Norgari take names from their language, blending elements of what humans refer to as Scandinavian. Interestingly, Norgari is also the name of their language, leading to occasional confusion. However, their names possess a unifying theme of strength and do not discriminate based on gender.

Male or Female: Drugkaos, Alolg, Sevith, Kellir

NORGARI TRAITS

Norgaris are similar to frost giants that dwell in the frigid and high-altitude biomes of the planet Balgar. Unlike their towering counterparts, Norgaris are characterized by their relatively shorter stature.

ABILITY SCORE INCREASE

Your Strength score increases by 2, and your Constitution score increases by 1.

AGE

Norgaris reach maturity at the age of 140, and due to their secluded and often stationary lifestyle, they have been known to live up to an impressive 700 years.

ALIGNMENT

Solitary Norgaris tend to lean towards chaotic or true neutral, refusing clan bonds and shared laws. However, those that serve as guardian-warriors of the Council are often lawful neutral.

SIZE

Norgaris are 6 to 8 feet in height, often weighing over 250 to 400 pounds of high muscle mass. Your size is Medium.

SPEED

Your base walking speed is 30 feet.

LANGUAGES

You can speak, read and write in Norgari (Norgari's language).

FROZEN KINGS

They are born in the frigid embrace of icy realms, wielding absolute mastery over the chilling elements that surround them. You
are resistant to cold damage.

JUGGERNAUT

You possess an unstoppable force, bestowed upon you by your immense size and relentless momentum. You ignore difficult terrain and have disadvantage in saving throws against being knocked prone.

POWERFUL BUILD

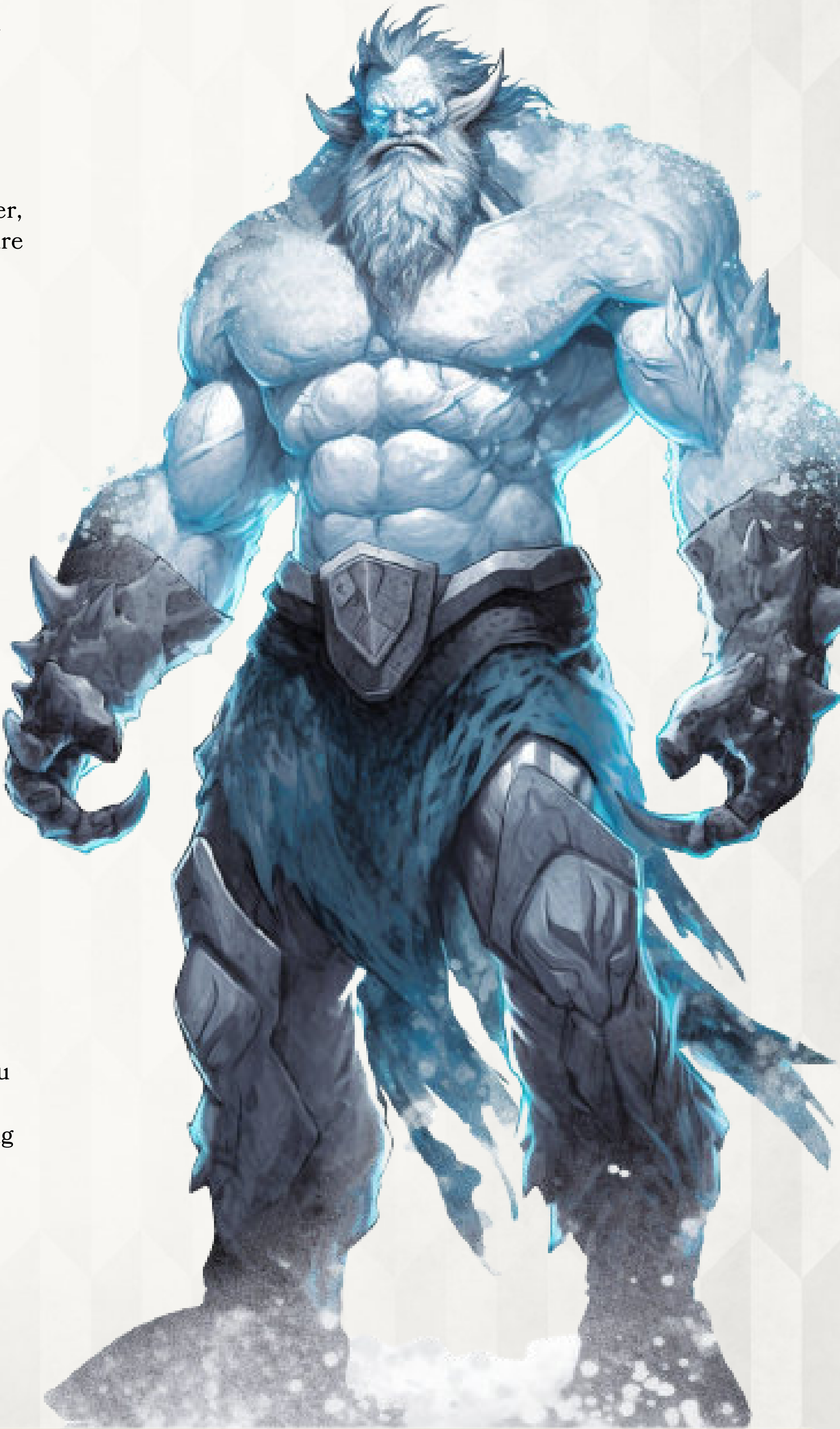
You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

HAZARDOUS HEAT

Because of your adaptation to cold, you have disadvantage in saving throws against extreme heat.

GIANT'S BLOOD

Your creature type is giant instead of humanoid.



CHAPTER 4

CLASSES OF THE GALAXY

THE CLASS SERVES AS THE FUNDAMENTAL EMBODIMENT OF YOUR CHARACTER'S ABILITIES AND SKILLS. IT GOES BEYOND A mere profession, as it represents the very essence of your character's purpose. Your chosen class greatly influences how you perceive the world, how you engage with it, and how you navigate your interactions with other individuals and the various forces within the vast multiverse.

STARTING ABILITY SCORES

If you prefer to avoid randomness when determining your character's ability scores, you can utilize one of the following rules:

1. Fixed Scores: Instead of rolling dice, you can assign the following predetermined ability scores to your character: **15, 14, 13, 12, 11, 10**, and **8**. This method ensures that your character starts with a set distribution of abilities, allowing for a more controlled and deliberate approach to character creation.

2. Expanded Point Buy: Alternatively, you can opt for the point buy system, but with a slightly larger point pool. Instead of the standard 27-point pool, you will have **31 points** to allocate among your abilities. This grants you additional flexibility and customization in shaping your character's strengths and weaknesses, enabling you to fine-tune their capabilities according to your preferences.

ORIGINAL CLASSES

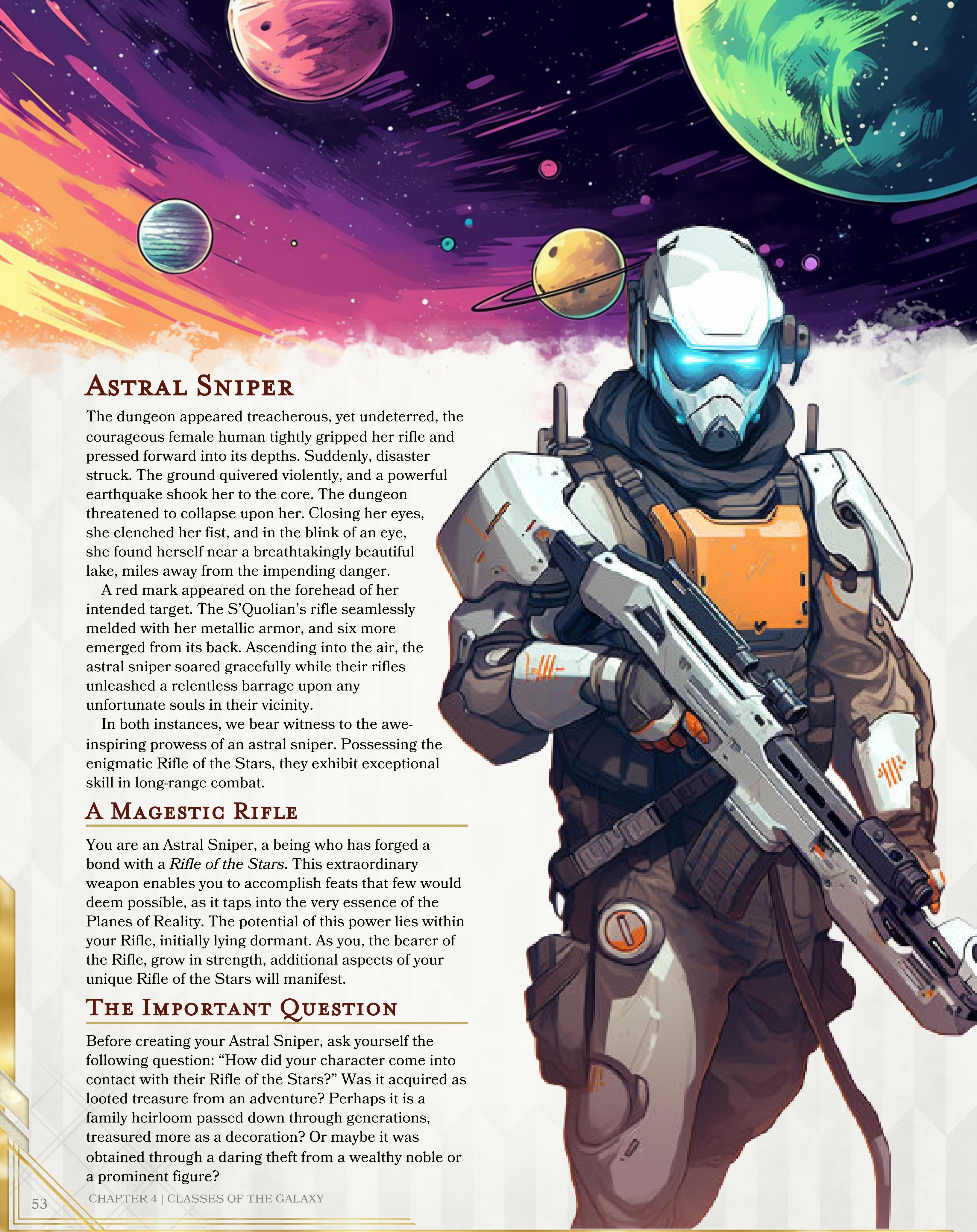
The original Fifth Edition gaming classes are not mere figments of imagination; they have a tangible existence rooted in the past, having taken various forms across the galaxy. Each race, in its own unique history, had something akin to these classes. In the expansive realm of ***Astral Horizon***, the available classes can trace their lineage back to their ancient predecessors, and some continue to uphold the same principles and traditions that were established long ago. For instance, the Fallen Mage, a descendant of the Wizard, perseveres in practicing the ancient arts as it was originally intended.

AVAILABLE CLASSES

The classes featured in the Fifth Edition Player's Handbook are not available for selection in ***Astral Horizon***. Instead, they will be substituted by the following alternative options:

- ***Astral Sniper***
- ***Desperado***
- ***Doomlord***
- ***Elementalist***
- ***Fallen Mage***
- ***Grenadier***
- ***Marauder***
- ***Mender***
- ***Paragon***
- ***Psion***
- ***Reaper***
- ***Sky Templar***
- ***Time Warden***

These unique classes provide an array of exciting playstyles and abilities within the world of ***Astral Horizon***, offering diverse opportunities for players to shape their characters' destinies and carve their paths in the vast realms of the universe.



ASTRAL SNIPER

The dungeon appeared treacherous, yet undeterred, the courageous female human tightly gripped her rifle and pressed forward into its depths. Suddenly, disaster struck. The ground quivered violently, and a powerful earthquake shook her to the core. The dungeon threatened to collapse upon her. Closing her eyes, she clenched her fist, and in the blink of an eye, she found herself near a breathtakingly beautiful lake, miles away from the impending danger.

A red mark appeared on the forehead of her intended target. The S'Quolian's rifle seamlessly melded with her metallic armor, and six more emerged from its back. Ascending into the air, the astral sniper soared gracefully while their rifles unleashed a relentless barrage upon any unfortunate souls in their vicinity.

In both instances, we bear witness to the awe-inspiring prowess of an astral sniper. Possessing the enigmatic Rifle of the Stars, they exhibit exceptional skill in long-range combat.

A MAGESTIC RIFLE

You are an Astral Sniper, a being who has forged a bond with a *Rifle of the Stars*. This extraordinary weapon enables you to accomplish feats that few would deem possible, as it taps into the very essence of the Planes of Reality. The potential of this power lies within your Rifle, initially lying dormant. As you, the bearer of the Rifle, grow in strength, additional aspects of your unique Rifle of the Stars will manifest.

THE IMPORTANT QUESTION

Before creating your Astral Sniper, ask yourself the following question: "How did your character come into contact with their Rifle of the Stars?" Was it acquired as looted treasure from an adventure? Perhaps it is a family heirloom passed down through generations, treasured more as a decoration? Or maybe it was obtained through a daring theft from a wealthy noble or a prominent figure?

RACIAL PREREQUISITES

All races are able to choose the path of an Astral Sniper without exception. It is up to you to create the best fitting background for your character.

THE ASTRAL SNIPER

Level	Proficiency Bonus	Features
1st	+2	Rifle of the Stars, Astral Scope Upgrade
2nd	+2	Sniper's Shot
3rd	+2	Rifle's Aim Choice, Astral Barrel Upgrade
4th	+2	Ability Score Improvement
5th	+3	Extra Attack, Astral Visor, Astral Visor Upgrade
6th	+3	Rifle's Aim Feature
7th	+3	Astral Magazine Upgrade
8th	+3	Ability Score Improvement
9th	+4	Astral Connection Upgrade
10th	+4	Rifle's Aim Feature
11th	+4	Astral Stock Upgrade
12th	+4	Ability Score Improvement
13th	+5	Astral Loading Upgrade
14th	+5	Rifle's Aim Feature
15th	+5	Astral Bipod Upgrade
16th	+5	Ability Score Improvement
17th	+6	Astral Merge Upgrade
18th	+6	Rifle's Aim Feature
19th	+6	Ability Score Improvement
20th	+6	Reap What You Sow

CLASS FEATURES

As an Astral Sniper you gain the following class features:

HIT POINTS

Hit Dice: 1d8 per Astral Sniper level
Hit Points at 1st level: 8 + Constitution Modifier
Hit Points at Higher Levels: 1d8 (or 5) + Constitution modifier per Astral Sniper level after 1st

PROFICIENCIES

Armor: Light Armor
Weapons: Simple, Rifle of the Stars
Tools: Thieves' Tools

Saving Throws: Dexterity, Wisdom
Skills: Choose 3 from Acrobatics, Deception, Insight, Intimidation, Investigation, Perception, Technology, Persuasion and Stealth

EQUIPMENT

You start with the following equipment:

- a Rifle of the Stars
- *(a)* a shortsword or *(b)* two daggers
- *(a)* a burglar's pack or *(b)* an explorer's pack
- Cloth tunic, thieves' tools

ASTRAL SNIPER DC

Astral Sniper DC = 8 + your proficiency bonus + your Wisdom modifier

RIFLE OF THE STARS

Starting at 1st level, you gain the use of a *Rifle of the Stars*, which has the following statistics.

RIFLE OF THE STARS

Ranged Weapon

Price: None
Damage: 1d10 Piercing
Weight: 16lbs
Properties: Ammunition, Heavy, Range, Reload 10
Range: 150/600 Feet
Ammo: 2 magazines per long rest, 10 shots per magazine.

You automatically have proficiency with the Rifle and add your Dexterity modifier to its damage.

The Rifle's damage increases to 2d6 at 5th level, 2d8 at 11th level and 2d10 at 17th level.

Starting at 6th level, your Rifle of the Stars shots count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

At 1st level, you may also select an *Astral Scope Upgrade* from the list below.

- **Constellation of Fire - Thermal Scope:** Your scope highlights sources of heat up to a distance of 120 feet. This effect does not work through obstacles.
- **Constellation of Air - Predictive Air Currents:** If an enemy moves within 20 feet of you, you may make one shot against it as a reaction.
- **Constellation of Water - Water Reading:** The scope reveals the general emotional state of every sentient creature you can see, up to 120 feet, by placing a marker.
- **Constellation of Earth - Metal Sight:** Your scope highlights refined metal objects (weapons, armor, other metal objects, and constructs) up to a distance of 120 feet.

SNIPER'S SHOT

Starting at 2nd level, as part of an attack with your Rifle of the Stars, you can perform a targeted shot at a specific part of your target's body, granting additional effects upon a successful hit. Each body part has distinct effects, as explained below. The number of times you can use this feature per long rest is equal to your proficiency bonus.

Head: The target must make a Constitution saving throw. On a failed save, it takes an additional 1d10 piercing damage.

Hand: The target must make a Constitution saving throw. On a failed save, it drops whatever it is holding with that hand and is unable to pick it up until the end of its next turn.

Foot: The target must make a Constitution saving throw. On a failed save, its speed becomes 0 for a number of rounds equal to your Dexterity modifier.

Torso: The target must make a Constitution saving throw. On a failed save, it becomes *stunned* until the end of its next turn.

RIFLE'S AIM

At 3rd level, you choose a Rifle's Aim, selecting between *Aim of the Marksman*, *Aim of the Assassin*, and *Aim of the One*, all of which are detailed later. Your choice grants you features at 3rd level, and again at 6th, 10th, 14th, and 18th level.

Furthermore, you have the option to select an Astral Barrel Upgrade from the following list:

- **Divine Constellation - Executioner's Mark:** As a bonus action, you can cause a visible red mark of your choice to appear on the forehead of a creature you can see within 120 feet. This mark remains active for 1 minute, during which the target takes an additional 1d8 radiant damage from your attacks. You may use this ability once per short rest.
- **Demonic Constellation - Sign In Blood:** You gain a quill, made of the same material as your rifle, that can be manifested from your rifle as a bonus action. As an action, you can make a melee attack against a target while uttering three terms that they must abide by. On a successful hit, the target must make a Constitution saving throw against your DC or be affected. If an affected creature violates these terms, you immediately become aware of their location, and this information updates every night at midnight for the next three nights. Additionally, the creature takes 1d12 necrotic damage when they break the terms, which manifests as a red mark of your choosing on their forehead for the duration. You can only have one creature under these terms at a time. You may use this feature once per long rest.
- **Celestial Constellation - Spirit of Warning:** As an action, you can choose a creature you can see within 120 feet. For the next 1 hour, you can telepathically communicate with that creature through your rifle. You can establish this connection with only one creature at a time.
- **Fiendish Constellation - Black Death:** Your attacks with the Rifle of the Stars no longer produce any audible noise beyond a distance of 5 feet.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn.

ASTRAL VISOR

At 5th level, your connection to your Rifle, and thus to the Stars to which it is connected, deepens. This connection reaches a sufficient depth to unlock the companion of your Rifle, known as the *Visor*. The Visor takes the form of a fully enclosing helmet with a clear pane on the front. When worn, the pane appears to emit a glow in a color of your choosing. You have the freedom to wear or remove the Visor at will, but it cannot be forcibly removed by external forces. While wearing the Visor, you gain the ability to remotely see through the scope of your Rifle, regardless of the distance between you and the weapon.

Additionally, you may select an *Astral Visor Upgrade* from the options provided below:

- **Light Constellation - Astral Control:** Your visor enables you to remotely turn and aim your rifle at targets up to a distance of 150 feet.
- **Neutral Constellation - Astral Vision:** When you observe a creature, you instantly gain knowledge of their home planet and perceive their true form.
- **Shadow Constellation - Darkened Eyes:** You become immune to the *Blinded* and *Deafened* conditions. Furthermore, you gain *Darkvision* with a range of 60 feet.

Astral Magazine Upgrade

Starting at 7th level, you gain the ability to condense a portion of the essence from certain Stars into special Magazines. You can choose an Astral Magazine Upgrade from the list below. When you use ammunition from a special magazine, your attacks gain additional effects depending on your Astral Magazine Upgrade choice. You can generate 1 Special Magazine per long rest. As a bonus action, you can switch between normal and special magazines.

- **Dead Magic Constellation - Dead Magic Magazine:** On a successful hit, the target must make a Constitution saving throw. On a failure, they are unable to cast spells or use spell-like abilities until the end of your next round.
- **Wild Magic Constellation - Wild Magic Magazine:** On a successful hit, the target must make a Constitution saving throw. On a failure, any spell they cast of 1st level or higher triggers Wild Magic effects from the Sorcerer's Wild Magic table for 1 minute.
- **Feywild Constellation - Feywild Magazine:** On a successful hit, the target must make a Constitution saving throw. On a failure, they become *unconscious* until the end of their next round.

Astral Connection Upgrade

Starting at 9th level, your rifle visibly bonds with you, offering two options for connection. You may choose one *Astral Connection Upgrade* from the following options:

- **Positive Energy Constellation - Vital Aim:** As a reaction to a ranged weapon attack from a creature within 30 feet, you can attempt to shoot the projectile. Make a ranged weapon attack against an AC equal to the creature's attack roll. If you hit, the attack is negated.
- **Negative Energy Constellation - Blood Draw:** Inflict Necrotic damage equal to your level upon yourself to generate a Standard Magazine that lasts for 30 minutes. After this time, the generated magazine dissipates into dark smoke. This damage cannot be mitigated, reduced, or otherwise prevented in any way. You can use this feature a number of times equal to your Wisdom modifier per long rest.

ASTRAL STOCK UPGRADE

Starting at 11th level, the Stars become further integrated into your Rifle, enhancing and expanding its capabilities. Your attacks made with your rifle deal magic damage. Additionally, you may choose one *Astral Stock Upgrade* from the following list:

- **Chaos Aligned Constellation - Break The Shackles:** Twice per long rest, you can select a circular area with a 30-foot radius within 60 feet of you. Every sentient creature within that area must make a Charisma saving throw. On a failed save, they are compelled to pursue their deepest desires for the next minute. This compulsion remains unaffected by spells such as *Modify Memory* or other forms of mental manipulation.
- **Law Aligned Constellation - Orders Ordained:** Once per long rest, as a bonus action, you can create a bullet in your palm and imbue it with a single command. The bullet will strive to fulfill the command to the best of its ability. It cannot perform tasks beyond its capabilities, such as picking up objects, but it can achieve seemingly impossible actions, like changing direction in midair. The command loses its effect if the bullet travels more than 120 feet from its original firing location.
- **Good Aligned Constellation - See The Stained:** Three times per long rest, as an action, you gain the ability to perceive the Stained. For the next minute, a bloody mark appears above the heads of individuals who have committed certain crimes. A tear symbolizes those who have taken a sentient life within the past 24 hours, a coin represents those who have stolen a total value of 200 Talons or more within the past 24 hours, and a clenched fist indicates those who have conspired to harm others within the past 24 hours.
- **Evil Aligned Constellation - Throw Down The Righteous:** Once per long rest, as an action, you can create a portal beneath the feet of a single creature. The creature must make a Dexterity saving throw to avoid falling into the portal. Regardless of success or failure, the portal immediately closes. After 1 minute, a similar portal appears in front of you, and the creature emerges from it. The portal opens onto a solid surface within the surrounding area that is not harmful. If no such surface is available, the portal opens as soon as an appropriate area becomes accessible. From the affected creature's perspective, only one second has passed, and it has no memory or idea about what happened during that time. This ability does not affect flying or swimming enemies.

ASTRAL LOADING UPGRADE

Starting at 13th level, you have mastered the art of accessing and harnessing more intricate Stars. Consequently, you have acquired the ability to infuse your bullets with their celestial powers. You can choose one *Astral Loading Upgrade* from the following options:

- **Constellation of Ice - Glacial Bullets:** Infuses bullets fired from Standard Magazines with an additional 1d8 Cold damage.
- **Constellation of Smoke - Inhalation Bullets:** Infuses bullets fired from Standard Magazines with an additional 1d8 Poison damage.
- **Constellation of Ooze - Slime Bullets:** Infuses bullets fired from Standard Magazines with an additional 1d8 Acid damage.
- **Constellation of Magma - Molten Bullets:** Infuses bullets fired from Standard Magazines with an additional 1d8 Fire damage.

ASTRAL BI-POD UPGRADE

Starting at 15th level, you have harnessed the power of the darker stars and infused them into your Rifle. You now have the ability to choose one *Astral Bipod Upgrade* from the following options:

- **The Void - Emptiness:** Twice per short rest, as an action, you can cast *Greater Invisibility* on yourself.
- **Oblivion - Step Through Nothing:** Twice per short rest, you can phase through solid objects until the end of your turn.
- **Inferno - Wrath of the Underworld:** Once per long rest, when a bullet you fire hits its target, it transforms upon impact into a fiend with a Challenge Rating (CR) of 6 or lower. This fiend remains under your control for 1 minute or until it is defeated. The fiend is friendly towards you and hostile towards everyone else, following your verbal commands.

ASTRAL MERGE UPGRADE

Starting at 17th level, you and your Rifle have become deeply intertwined, inseparable in every sense. This profound connection grants you the ability to harness the power of the Synergy Constellations. From the list below, you may select two *Astral Merge Upgrades*.

- **Synergy Constellation of Lightning - Lightning Twitch Reflexes:** This constellation enhances your reflexes, granting a +5 bonus to initiative rolls. Moreover, if an opponent hits you with a melee weapon attack, you may use your reaction to make a Dexterity saving throw with a DC equal to the attack roll. Succeeding in this saving throw will halve the damage you take.

- **Synergy Constellation of Vacuum - Elemental Void:** By invoking the power of the Vacuum constellation, you can react to an attack that deals Lightning, Cold, Fire, Psychic, Radiant, Necrotic, or Force damage against you. Doing so grants you resistance to the specific damage type until the end of your next turn. You can use this feature a number of times equal to your proficiency bonus per long rest.
- **Synergy Constellation of Steam - Flowing Form:** With the Steam constellation, you can transform into a billowing cloud of steam. As an action, you can assume this form for a number of rounds equal to your Dexterity modifier plus your Proficiency bonus. While in steam form, you gain a +5 bonus to Stealth checks and can maneuver through spaces as narrow as 1 inch. However, if you take any action other than movement or if you suffer any damage, the effect immediately ends. You may use this feature a number of times equal to your proficiency bonus per long rest.

- **Synergy Constellation of Salt - Bolt of Withering:** Once per short rest, you can use this feature as an action to unleash a special bolt of necrotic energy at a target through your rifle. On a successful hit, the target must make a Constitution saving throw. Failing the save results in the target taking 6d10 necrotic damage and being *blinded* and *silenced* for 2 turns. If the target succeeds in the save, the damage is halved, and they are not blinded or silenced. Plant-based creatures have disadvantage on the saving throw against this effect.
- **Synergy Constellation of Dust - The Ground Around Us:** The Dust constellation enhances your mobility, increasing your walking speed by an additional 15 feet. Additionally, you gain a climbing speed equal to twice your walking speed.
- **Synergy Constellation of Radiance - Divine Eruption:** By channeling the pure radiant energy within you, you can unleash a radiant eruption. As an action, you allow this energy to flow through and out of you, affecting every creature in a 20-foot radius. These creatures must succeed on a Constitution saving throw or be *blinded* for 1 minute. Affected creatures can repeat the saving throw at the end of each of their turns to end the blinding effect. You can use this feature twice per short rest.

Reap What You Sow

At 20th level, you embody the essence of the Rifle of the Stars. In this state, you can harness the combined power of all the stars for a fleeting yet magnificent moment. Once per long rest and as a full-round action, you can activate Pure Shooting mode, which lasts until the end of your turn.

While in Pure Shooting mode, you have the ability to select any number of enemies within a 500-foot radius that are visible to you. You then proceed to launch a series of attacks against each of the chosen creatures. The number of attacks you can make on each of those creatures depends on their count, as indicated in the table below.

Number of Creatures	Number of Attacks
1	6
2 - 4	3
5 - 7	2
8+	1

There is no maximum limit to the number of targets you can choose to attack once (8+).

Aim of the Marksman

As a Marksman, you excel in long-range combat, positioned far away from the heat of battle, while dealing lethal blows. No obstacle can hinder the path of your bullet, whether it be flesh or steel.

Shattering Shot

At 3rd level, you gain the ability to hinder your opponents' weapons. When you successfully hit with a ranged weapon attack using your rifle, you can force your target to make a Dexterity saving throw. On a failed save, the target suffers a -1 penalty to both its attack rolls and damage rolls made with that weapon. You can use this feature a number of times equal to your Dexterity modifier per long rest. This penalty increases to -2 at 10th level and -3 at 15th level.

Stop For Nothing

At 6th level, your bullets possess an unstoppable force, effortlessly penetrating objects with an Armor Class (AC) of 17 or lower, up to a thickness of 5 inches. This grants them an additional 1d4 damage. As you reach 10th level, your bullets gain even greater penetrating capabilities, able to pierce through objects with an AC of 19 and a thickness of up to 8 inches, inflicting 1d6 additional damage. Finally, at 15th level, your bullets achieve their ultimate potency, capable of breaching objects with an AC of 21 and a thickness of 12 inches, dealing an extra 1d8 damage.

This feature does not affect penetrating through the AC of a conscious creature, but rather enables you to overcome obstacles such as objects they may be hiding behind.

Let None Escape

At 10th level, you ensure that no enemy can escape from you. Twice per short rest, you have the ability to unleash a Crippling Shot as part of an attack action with your rifle. If the attack hits, the target's movement speed is reduced by 20 feet until the end of their next turn. In the case of an airborne enemy, they will remain airborne as long as their remaining movement is greater than 0. However, if their movement reaches 0, they will plummet from the sky, incurring the appropriate amount of fall damage.

Upon reaching 15th level, your targeting prowess extends to both land and air vehicles. If you manage to hit a vehicle with your shot, its speed is diminished by 30 feet.

Undeniable Damage

At 14th level, the damage of your Rifle cannot be reduced or mitigated. Any damage you inflict with your Rifle or its abilities bypasses the target's resistances. At 20th level, any damage you inflict with your Rifle or its abilities treats the targets' immunities as resistances.

A Shot to Topple a Tyrant

At 18th level, you have reached the pinnacle of being a Marksman. As a result, the Stars have granted you the ability to wield a shot capable of toppling empires. Once per long rest, you can use your action to unleash a King Killer Shot. The target of this attack must be within 20 miles. As long as you have seen the target within the past week, you are able to unleash the shot. Roll the attack as you would normally do. If the shot hits, the bullet instantly teleports to a position directly in front of the target, occupying the nearest unoccupied space. In the event that there is no unoccupied space in front of the target, the ammunition teleports to a randomly chosen unoccupied side. This devastating attack inflicts an additional 10d10 damage.

Aim of the Assassin

You have a reputation as the king slayer and emperor slayer, but is it true? No one has ever witnessed your deadly deeds firsthand.

Infiltration Gas

At 3rd level, your rifle gains a gas dispenser at the end of the barrel, enabling you to induce sleep in targets. Twice per long rest, you may cast the *Sleep* spell as a 1st-level spell in a 15-foot cone originating from the tip of your rifle. This increases to a 4th-level spell at 14th level and a 7th-level spell at 20th level.

Armor Piercing

At 6th level, your bullets are specially crafted to pierce armor, ensuring rare misses. You gain a +1 bonus to attack rolls when using your rifle. This bonus increases to +2 at 10th level and further to +3 at 15th level.

Curve The Bullet

At 10th level, you gain the remarkable ability to perform shots that others would deem impossible. Twice per short rest, you can unleash a Bouncing Shot attack. If you have observed a creature within the past 6 seconds and it is now within 60 feet, you can launch a ranged weapon attack against them using your rifle.

Upon reaching 15th level, if you have also spotted up to two additional creatures within a 30-foot radius of the original target during the same 6-second period, you have the option to make the bullet bounce to them. However, there will be a -3 penalty to the attack roll when targeting the second creature, and a -6 penalty when targeting the third.

GHOST IN THE WALLS

At 14th level, once per short rest, you can choose to enter **Apparition** mode for one minute. While in Apparition mode, you assume the appearance of a translucent figure, alternating between black and white. Moreover, while in Apparition mode, any individual who lays eyes upon you and subsequently averts their gaze must succeed on a Wisdom saving throw. Failure results in the complete loss of their memory regarding the sight of you during that time period. This lost memory cannot be recovered through any means except by a **Wish** spell.

TEMPORAL BULLET

At level 18, you can harness the power of the Elemental Chaos to create a temporary Temporal Anchor. As a bonus action, you can place a Temporal Anchor and teleport yourself and all non-living objects within 1 foot of you to a visible location within 500 feet for a duration of 6 seconds. Once the 6 seconds have passed, you will return to the exact location where you placed the Anchor, in the same state you were in when you initially placed it.

AIM OF THE ONE

You have chosen to eschew the conventional physical paths and instead delve into the profound bond between yourself and your Rifle. Through this deep connection, you unlock a heightened understanding that grants both you and your bonded weapon greater power.

STAR TRACKER

At 3rd level, your connection to the stars manifests once again, this time as a Rifle Tracker. You possess an innate awareness of your rifle's whereabouts at all times, including its precise location and the planet it currently resides on. Upon reaching 10th level, you gain the ability to discern the current possessor of your rifle, if it is in anyone's possession. Finally, at 17th level, your knowledge expands further, granting you detailed information about the area within a 90-foot radius of your rifle.

ASTRAL ARMOR

At 6th level, you establish a heightened connection not only with your Rifle but also with your Visor. When the Visor is worn, it manifests a skintight suit of armor over you, crafted from the same material as your Rifle and Visor. This armor temporarily replaces any other armor you may be wearing and grants you an AC of 13 plus your Dexterity modifier. At 10th level, the AC increases to 14 plus your Dexterity modifier, and at 15th level, it further increases to 15 plus your Dexterity modifier. Additionally, while wearing this armor, you gain advantage on Stealth checks and half the damage taken from falling by 20 feet. At 10th level, the reduced fall damage increases to 50 feet, and at 15th level, it increases to 100 feet.

SYNERGY ARMOR

At 10th level, you upgrade your armor to integrate all elements of your arsenal. Your Rifle of the Stars becomes a seamless part of your Astral Armor and can be stored within it while it remains active. Once the Astral Armor is active, the Rifle becomes bonded to the armor's arm, ensuring that you cannot be compelled to drop it. Furthermore, any damage you receive is mitigated by a reduction of 1d6 plus your proficiency bonus.

Upon reaching 15th level, the Visor incorporates a built-in targeting system, granting a +2 bonus to ranged attacks made with the Rifle whenever the Visor is activated.

BLACK POWDER IMBUEMENT

At 14th level, once per long rest and as an action, you can activate the Black Powder Imbuement for 1 minute. During this time, your rifle retracts into your Astral Armor, and three similar rifles sprout from your back. Additionally, this grants you a flying speed equal to your walking speed. For the duration, when a creature within 90 feet starts moving, you can use your reaction to make a ranged weapon attack against it. You can also make one additional attack on your turn for the duration.

ONE WITH THE GUN

At 18th level, you become a unified entity with your Gun, Visor, and Astral Armor. You are immune to critical hits, immune to damage from falls, and possess *Truesight* with a range of 60 feet. Additionally, you gain immunity to the *Poisoned* condition and resistance to Poison damage. Your Armor and Visor become inseparable and cannot be removed under any circumstances.

DESPERADO

A Xanadian, clad in leather armor, ventures through the vast jungle of Izengor. His hands firmly grasp a laser rifle, poised to unleash its power at a moment's notice. Suddenly, a furious Araimassrizi, its scales a vibrant green, pounces from a nearby thicket. Undaunted, he raises his rifle, taking careful aim between the eyes of his adversary.

Within an American bar, the clamor of voices escalates between two Mows. Within minutes, chaos erupts as a wild brawl ensues. Amidst the turmoil, a human figure, concealed behind a mask and donning full armor, serenely savors his drink. Unexpectedly, a metallic stool hurtles towards him. With lightning reflexes, he swiftly retrieves two laser pistols from his holsters, expertly firing four shots. The stool dances through the air, gracefully landing three feet away, perfectly balanced on its legs.

In both instances, we bear witness to the Desperado in action. Desperados are solitary wanderers, adept at surviving in treacherous landscapes. They possess a unique blend of skills, excelling both as lone operatives and valuable contributors within a group. Their keen senses enable them to track adversaries and navigate challenging terrains with ease. Armed with pistols and machine guns, they engage enemies from afar, embodying the essence of the cosmic "cowboys."

FIREARMS IS LIFE

Pistols, rifles, and machine guns are all integral to the arsenal of a Desperado. They possess a fondness for weaponry that utilizes bullets or energy cells. Their preferred style of combat revolves around engaging enemies from a distance, and they exhibit exceptional proficiency in this regard.

RACIAL PREREQUISITES

All races are able to choose the path of a Desperado without exception. It is up to you to create the most suitable background for your character.

THE DESPERADO

Level	Proficiency Bonus	Features	Combat Points
1st	+2	Combat Points, Favored Enemy, Survivalist, Bullseye	4
2nd	+2	Aim for the Head	4
3rd	+2	Path Choice	5
4th	+2	Ability Score Improvement	5
5th	+3	Sense Danger	6
6th	+3	Path Rewards	6
7th	+3	Silencing Shot	7
8th	+3	Ability Score Improvement	7
9th	+4	Power Shot	8
10th	+4	Path Rewards	8
11th	+4	Evasion	9
12th	+4	Ability Score Improvement	9
13th	+5	Steel Will	10
14th	+5	Path Rewards	10
15th	+5	Cheat Death	11
16th	+5	Ability Score Improvement	13
17th	+6	Shock and Awe	15
18th	+6	Path Rewards	17
19th	+6	Ability Score Improvement	18
20th	+6	Quick on the Draw	20

CLASS FEATURES

As a Desperado you gain the following class features:

HIT POINTS

Hit Dice: 1d10 per Desperado level
Hit Points at 1st level: 10 + Constitution Modifier
Hit Points at Higher Levels: 1d10 (or 6) + Constitution modifier per Desperado level after 1st

PROFICIENCIES

Armor: Light Armor
Weapons: All Firearms
Tools: None

Saving Throws: Dexterity, Charisma
Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, Technology and Survival

EQUIPMENT

You start with the following equipment:

- *(a)* 2 x Laser Pistol or *(b)* 1 x Laser Rifle
- 2 x Frag Grenades
- Simple Cape
- 50 x Energy Cells

FRAG GRENADE

As an action, you can throw a flag grenade at a point up to 60 feet away. Each creature within 20 feet of the exploding frag grenade must make a DC 16 Dexterity saving throw. On a failed save, they take 4d4 damage from the explosion. On a successful save, they take half damage.

COMBAT POINTS

Combat Points are consumed by other class features as indicated later in this chapter. At 1st level, you gain 4 Combat Points. You gain additional points as you level up, as shown in the Combat Points column of the Desperado table. You regain all spent Combat Points when you complete a long rest. Additionally, once before your next long rest, you can regain half of your spent Combat Points (rounded down) if you have just finished a short rest.

FAVORED ENEMY

You have significant experience studying, tracking, hunting, and even conversing with a specific type of enemy. At 1st level, select a favored enemy, which can be any type of creature. You gain the advantage on Survival checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

Additionally, at 6th, 11th, and 16th level, you can choose one additional favored enemy. As you progress in levels, it is recommended that your choices align with the types of monsters you have encountered throughout your adventures.

SURVIVALIST

You are particularly familiar with a specific type of natural environment, and you possess exceptional abilities when it comes to traversing and surviving in such regions. At 1st level, you must select one favored terrain from the following options: arctic, coast, desert, forest, grassland, mountain, or swamp. Whenever you make an Intelligence or Wisdom check that pertains to your chosen favored terrain, your proficiency bonus is doubled if the check uses a skill in which you are proficient. Moreover, while journeying through your favored terrain for a minimum of two hours, you and your companions gain the following benefits:

- Movement through difficult terrain does not slow your group's progress.
- Your party cannot become disoriented, except through magical means.
- Even while occupied with other tasks during travel, such as foraging, navigating, or tracking, you maintain a vigilant awareness of potential dangers.
- If you travel alone, you can move stealthily at a normal pace.
- When foraging, you discover twice the usual amount of food.
- Additionally, while tracking other creatures, you gain knowledge of their precise number, sizes, and the approximate time at which they passed through the area.

You can also select an additional favored terrain type at 8th and 14th level.

BULLSEYE

If you have not moved this turn, you may spend 1 combat point to use this feature as a bonus action. If you do, your movement speed is reduced to 0 until the beginning of your next turn as you concentrate on your aim. You gain advantage on your next weapon attack roll, and your critical range for this weapon attack increases by 1.

AIM FOR THE HEAD

Starting at 2nd level, you can spend 2 combat points to activate this effect as a bonus action. Select a creature within 90 feet that you can see and designate it as your target for a duration of 1 minute. While the spell is active, your weapon attacks against the target deal an additional 1d6 damage, and you gain advantage on Perception or Survival checks made to locate it. Any time you take damage, treat this effect as a concentration spell. The bonus damage die increases to 1d8 at 10th level and 1d10 at 17th level.

ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

SENSE DANGER

Starting at level 5, you may spend 1 combat point to activate this effect as an action. You sense the presence of any trap within 120 feet. A trap, for the purpose of this effect, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, you would sense an area affected by the alarm spell, a glyph of warding, or mechanical pit trap, but would not reveal a natural weakness in the floor unstable ceiling or hidden sinkhole. You merely reveal that a trap is present. You don't learn the location of each trap, but you learn the general nature of the danger posed by the trap you sense.

This effect lasts up to 1 hour and any time you take damage, treat this effect as a concentration spell.

SILENCING SHOT

Starting at 7th level, when you make a ranged weapon attack, you may spend 3 combat points to activate this effect as part of the same action. Upon a successful hit, the target must make a Constitution saving throw against a DC of 8 plus your proficiency bonus plus your Dexterity modifier. If the target fails the saving throw, it becomes unable to produce any sound for a duration of 10 minutes.

POWER SHOT

Starting at level 9, when you make a ranged weapon attack, you can expend 5 combat points to activate this effect as part of the same action. The ammunition of your weapon transforms into a powerful bolt of lightning. On a successful hit, the target takes an additional 6d6 lightning damage. On a miss, the target still takes half of that damage. Additionally, every creature within 10 feet of the target must make a Dexterity saving throw. On a failed save, they take 2d6 lightning damage, while those who succeed take half of that damage. The initial bonus damage increases by 2d6 at 15th and 20th level.

EVASION

Starting at level 11, you can nimbly dodge out of the way of certain area effects, such as a fireball or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail.

STEEL WILL

By level 13, your extensive combat experience has rendered you utterly fearless in the face of your adversaries. You advantage to Charisma saving throws.

CHEAT DEATH

Starting at level 15, death can't lay its hand on you. Whenever you are reduced to 0 hit points or lower, you can immediately spend all remaining Combat Points to be instead reduced to 1 hit point. You can only use this feature once per long rest.

SHOCK AND AWE

Starting at 17th level, you have become a master of speed, momentum, and the art of swift and decisive action. When combat begins, provided you are not surprised, you can swiftly draw a firearm, use your movement, and make a single ranged weapon attack before any other participant has the opportunity to roll for initiative. No creature can take reactions in response to this special action. Subsequently, once you have executed this action, all remaining creatures, including yourself, must roll for initiative and proceed with the combat as usual.

QUICK ON THE DRAW

At 20th level, you are incredibly swift, allowing you to effortlessly evade and strike with remarkable speed. You can now take the Dodge action as a free action. Additionally, when you take the Attack action, you can make three attacks instead of one.

PATH OF THE GUNSLINGER

Gunslingers, while possessing both intellectual prowess and exceptional gun-handling skills, understand that success in battle hinges on their agility and mobility. They must be adept at swiftly traversing the battlefield and adeptly repositioning themselves as circumstances demand.

FAST RELOAD

At 3rd level, while wielding two pistols, you can reload one of them as a bonus action. Additionally, you can add your Dexterity modifier to the damage rolls made with your off-hand pistol.

COLOSSUS SLAYER

At 6th level, your tenacity can wear down even the most formidable foes. Whenever you successfully hit a creature with a ranged weapon attack, that creature takes an additional 1d4 damage if its current hit points are below its maximum. This bonus damage increases to 1d6 at 10th level, 1d8 at 14th level, and 1d10 at 18th level.

EVASIVE ROLL

At 10th level, as a reaction, when you are attacked by any source, you can spend 1 Combat Point to roll 5 feet away (this movement does not trigger opportunity attacks) and increase your AC by 3 for that specific attack. You must declare the use of this feature before announcing the result of the attack roll. Additionally, you have the option to spend 1 additional Combat Point to further increase your AC by an additional 2 points, for a total increase of 5.

IMPROVED POWER SHOT

At 14th level, when you are wielding two pistols, the effect of Power Shot applies to both of your attacks.

HEADSHOT

At 18th level, when you score a critical hit and the creature's current hit points are less than half of its maximum hit points, it takes additional damage equal to your character level. Moreover, your critical hit range increases by 1.

PATH OF THE COMMANDER

Commanders on the battlefield are awe-inspiring. They lead their troops with strategic brilliance, demonstrating their expertise in supporting and guiding their forces. Witnessing a Commander in action can uplift the spirits of your allies while simultaneously sapping the morale of your foes.

RIFLE EXPERTISE

At 3rd level, you become adept at wielding two-handed ranged weapons and gain improved accuracy with them. While you are holding a two-handed ranged weapon, you gain a +1 bonus to both your attack rolls and damage rolls. This bonus increases to +2 at 8th level, +3 at 13th level, and +4 at 18th level.

MORALE

At 6th level, you can expend 3 combat points to activate this feature as a bonus action. A number of allies, up to your Charisma modifier, gain a bonus of 1d4 to their attack rolls, damage rolls, and saving throws. Alternatively, you can choose to demoralize a number of enemies, up to your Charisma modifier, reducing their rolls by 1d4. The DC for the demoralization effect is 8 + your Proficiency Bonus + Charisma Modifier. The maximum number of targets you can affect at any given time cannot exceed your Charisma modifier. This effect lasts for 1 minute. The dice size increases to 1d6 at 10th level and 1d8 at 15th level.

HORDE BREAKER

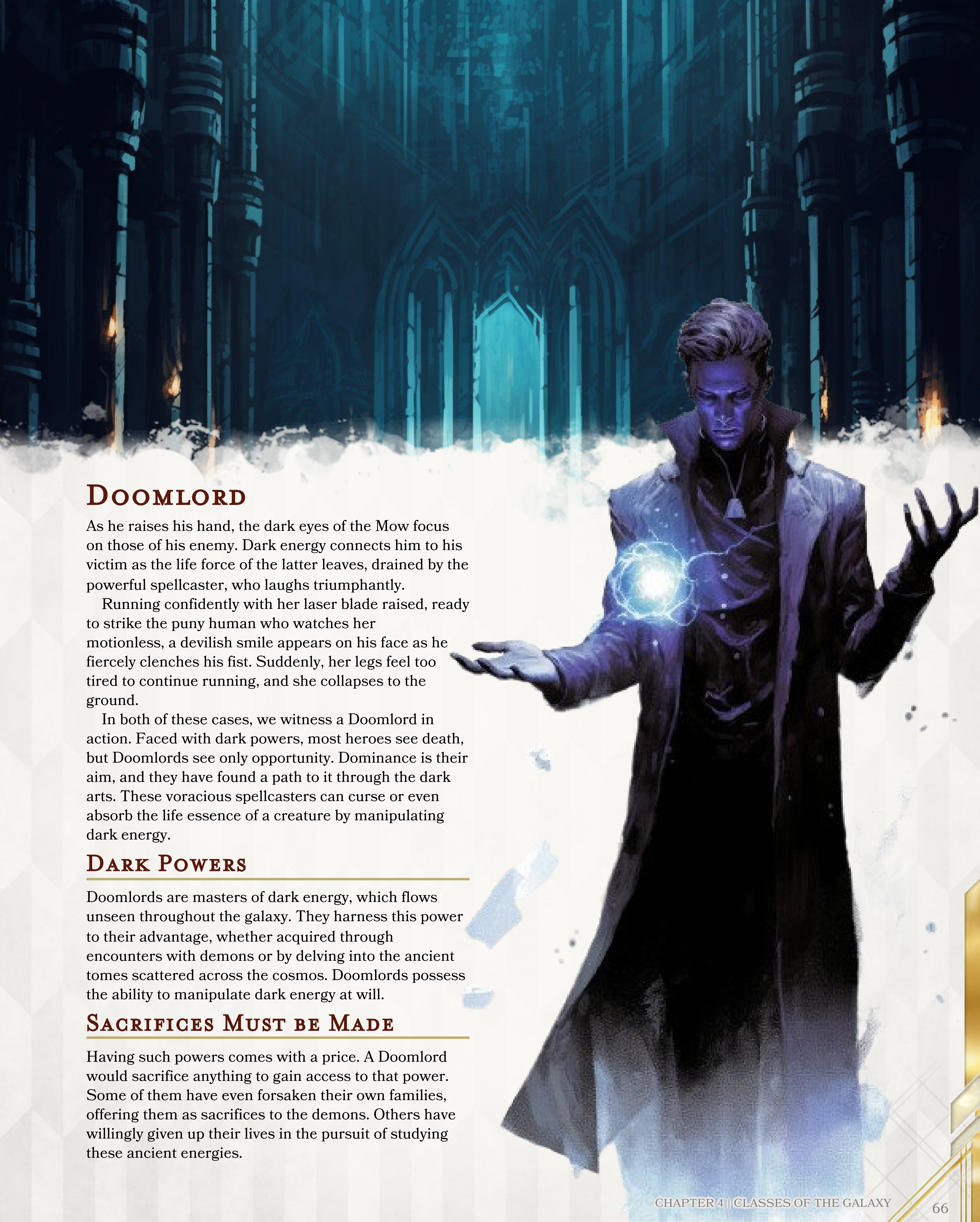
At 10th level, once per turn, when you make a ranged weapon attack using a two-handed ranged weapon, you have the ability to make an additional attack, using the same weapon and as part of the same action, against a different creature. This creature must be within 5 feet of the original target and also within the range of your weapon.

GUIDING SHOT

At 14th level, whenever an ally attacks the same target as you and you have successfully hit that target, they gain advantage on their first attack against that target.

BURST FIRE

At 18th level, you can spend 7 combat points and 10 ammunition to activate this feature as an action. Select a 15-foot cube area to unleash a spray of shots. All creatures within that area must make a Dexterity saving throw against a DC of 8 + your proficiency bonus + your Dexterity modifier. On a failed save, they take 10d6 piercing damage. On a successful save, they take half damage. To use Burst Fire, you must be wielding a two-handed ranged weapon and have at least 10 ammunition loaded.



Doomlord

As he raises his hand, the dark eyes of the Mow focus on those of his enemy. Dark energy connects him to his victim as the life force of the latter leaves, drained by the powerful spellcaster, who laughs triumphantly.

Running confidently with her laser blade raised, ready to strike the puny human who watches her motionless, a devilish smile appears on his face as he fiercely clenches his fist. Suddenly, her legs feel too tired to continue running, and she collapses to the ground.

In both of these cases, we witness a Doomlord in action. Faced with dark powers, most heroes see death, but Doomlords see only opportunity. Dominance is their aim, and they have found a path to it through the dark arts. These voracious spellcasters can curse or even absorb the life essence of a creature by manipulating dark energy.

Dark Powers

Doomlords are masters of dark energy, which flows unseen throughout the galaxy. They harness this power to their advantage, whether acquired through encounters with demons or by delving into the ancient tomes scattered across the cosmos. Doomlords possess the ability to manipulate dark energy at will.

Sacrifices Must be Made

Having such powers comes with a price. A Doomlord would sacrifice anything to gain access to that power. Some of them have even forsaken their own families, offering them as sacrifices to the demons. Others have willingly given up their lives in the pursuit of studying these ancient energies.

RACIAL PREREQUISITES

All races are able to chose the path of the Doomlord **except the Nazatrons**. It is up to you to create the best fitting background for your character.

THE DOOMLORD

Level	Proficiency Bonus	Features	Dark Points	Max Spell Level	Empowers Known
1st	+2	Spellcasting, Dark Points, Dark Ward, Shadow Bolt, Life Sap	4	1	0
2nd	+2	1st Empower	6	1	2
3rd	+2	Calling Choice	14	2	2
4th	+2	Ability Score Improvement	17	2	2
5th	+3	Animate Skeleton	27	3	2
6th	+3	Calling Rewards	32	3	2
7th	+3	2nd Empower, Dark Step	38	4	3
8th	+3	Ability Score Improvement	44	4	3
9th	+4	Ghoul's Touch	57	5	3
10th	+4	Calling Rewards	64	5	3
11th	+4	3rd Empower, Chains of Corruption	73	6	4
12th	+4	Ability Score Improvement	73	6	4
13th	+5	Mass Fatigue	83	7	4
14th	+5	Calling Rewards	83	7	4
15th	+5	4th Empower, Supremacy	94	8	5
16th	+5	Ability Score Improvement	94	8	5
17th	+6	Wither	107	9	5
18th	+6	Calling Rewards	114	9	5
19th	+6	Ability Score Improvement	123	9	5
20th	+6	5th Empower	133	9	6

CLASS FEATURES

As a Doomlord you gain the following class features:

HIT POINTS

Hit Dice: 1d6 per Doomlord level
Hit Points at 1st level: 6 + Constitution Modifier
Hit Points at Higher Levels: 1d6 (or 4) + Constitution modifier per Doomlord level after 1st

PROFICIENCIES

Armor: Light Armor
Weapons: All simple melee weapons
Tools: None

Saving Throws: Sanity, Charisma
Skills: Choose two skills from Arcana, Deception, History, Intimidation, Investigation, Nature, and Psicraft

EQUIPMENT

You start with the following equipment:

- 1 x Silver Staff
- Cloth Tunic

SPELLCASTING

Charisma is your spellcasting ability for your spells. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma Modifier

Spell attack modifier = your proficiency bonus + your Charisma Modifier

DARK POINTS

At 1st level you gain 4 Dark Points. You gain more Dark Points as you level up, as shown in the Dark Points column of the Doomlord table. You regain all spent Dark Points when you complete a long rest.

Anytime you want, you may spend Dark Points to create spell slots, as shown in the table below. Spells of 6th level and higher are particularly taxing to cast. You can use Dark Points to create one slot of each level of 6th or higher. You can't create another slot of the same level until you finish a long rest.

You are always limited by your maximum spell level, as shown in the Max Spell Level column of the Doomlord table.

Spell Slot Level	Point Cost	Spell Slot Level	Point Cost
1st	2	6th	9
2nd	3	7th	10
3rd	5	8th	11
4th	6	9th	13
5th	7		

DARK WARD

Abjuration cantrip

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 8 hours

You touch a willing creature to minutely increase its resistance to damage. The target gains 1 temporary hit point for the duration. If you cast this spell multiple times, you can have up to three *Dark Ward* effects active at a time, and you can dismiss any one of them as an action.

At Higher Levels: The amount of temporary hit points gained upon casting the spell increases to 2 at 5th level, 3 at 11th level, and 4 at 17th level.

SHADOW BOLT

Necromancy cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Dark energy gathers in your palm and you send a shadowy bolt to a target creature. Make a ranged spell attack against the target. On a hit, the target takes 1d10 necrotic damage.

At Higher Levels: The spell creates more than one bolt when you reach higher levels: two bolts at 5th level, three bolts at 11th level and four bolts at 17th level. You can direct the bolts at the same target or at different ones. Make a separate attack roll for each bolt.

LIFE SAP

1st level necromancy

Casting Time: 1 action
Range: 60 feet
Components: S, M (A drop of blood)
Duration: Instantaneous

Choose a creature that you can see within range. That creature must succeed on a Constitution saving throw or take an amount of necrotic damage equal to 1d4 + your spellcasting ability modifier.

You can then choose another creature in range. That creature gains a number of temporary hit points equal to the damage taken by the original creature.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the necrotic damage increases by 1d4 per slot level above 1st.

1ST EMPOWER

At 2nd level, you gain two Empowers of your choice. As you progress and reach certain levels, you will acquire additional Empowers as indicated in the Empowers Known column of the Doomlord table. Furthermore, each time you level up, you have the option to select one of the Empowers you know and exchange it for another empower that you would be eligible to learn at that level. The available Empowers are outlined below.

AGONIZING BLAST

When you hit an enemy with Shadow Bolt, add your Charisma modifier to the damage it deals.

ARMOR OF SHADOWS

A protective magical force surrounds you providing a +1 bonus to your AC.

BEAST SPEECH

You gain the ability to communicate with animals and demons of any type telepathically.

BEGUILING INFLUENCE

You gain proficiency in Deception and Persuasion skills.

DEVIL'S SIGHT

You can see normally in darkness, both magical and non-magical, to a distance of 120 feet.

SENSE MAGIC

You sense the presence of magic within 20 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. This sense can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

SHADOW SPEAR

Instead of bolts you hurl shadow spears when you cast Shadow Bolt. The range of the spell is increased to 180 feet.

EYES OF THE RUNE KEEPER

You can read all writing, both physical and digital. Additionally, you always succeed on casting a spell read from a spell tablet.

FIENDISH VIGOR

You can now have up to five *Dark Ward* effects active at a time.

GAZE OF TWO MINDS

You can use your action to touch a willing creature and perceive through its senses until the end of your next turn. As long as the creature is on the same planet as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are *blinded* and *deafened*. If any damage is taken during the connection, treat this as a concentration spell.

MASK OF MANY FACES

As an action, you can make yourself (including your clothing, armor, weapons, and other belongings on your character) look different for 1 hour or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

MISTY VISIONS

As an action, you can create the illusion of an object, creature, or other visible phenomenon that is no larger than a 15-foot cube. The illusion appears at a designated spot within range and persists for up to 10 minutes. It should be noted that this illusion is purely visual, devoid of any accompanying sound, smell, or other sensory effects. Additionally, you possess the ability to manipulate the illusion's movement by expending your action. As the illusion shifts position, you have the capability to modify its appearance, ensuring that its movements appear natural.

For instance, if you choose to create an illusion of a creature and decide to move it, you can adjust the image to simulate a walking motion, making it seem lifelike. However, physical interaction with the illusion would expose its illusory nature, as objects can pass through it. In the event that a creature takes the action to closely examine the image, it can discern its illusory properties by successfully making an Intelligence (Investigation) check against your spell save DC.

Repelling Blast

When you hit a creature with Shadow Bolt, you can choose to push it up to 5 feet away from you in a straight line.

Corpse Explosion

2nd level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Each corpse within range explodes with dark energy. Each creature except you within 5 feet of such a corpse must make a Dexterity saving throw. A creature takes 2d6 necrotic damage on a failed save, or half as much on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the radius of each explosion increases to 10 feet. The damage increases by 1d6 for each spell slot above 2nd.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

Animate Skeleton

3rd level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of bone dust)
Duration: 24 hours

Create a skeletal undead servant. Choose a pile of bones of a Medium or Small humanoid within range. Your spell imbues it with life, raising it as an undead creature. The target becomes a ***skeleton*** (the GM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command one creature you made with this spell if the creature is within 60 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete or until you give it a different command.

After the spell ends, the skeleton is destroyed. You may end the spell early, at will.

2nd Empower

At level 7, add the following empowers to your choices.

Mind Rot

When you hit a creature with Shadow Bolt, it has disadvantage on Sanity checks and saving throws until the end of your next turn.

One With the Shadows

When you are in an area of dim light or darkness, you can use your action to become invisible until you move, take an action or a reaction.

Dark Step

4th level conjuration

Casting Time: 1 bonus action
Range: 60 feet
Components: S
Duration: Instantaneous

Designate a point in space you can see. Your body momentarily transforms into invisible force, then rapidly travels to the point in range, before transforming back to your normal form. Any object or creature within a 10-foot wide line between where you cast this spell and the point to which you teleported must make a Constitution saving throw. On a failure, the target takes 5d6 force damage.

As with any spell that has a casting time of 1 bonus action, you can't cast another spell during the same turn, except for a cantrip with a casting time of 1 action.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the range increases by 10 feet and the force damage increases by 1d6 for each level above 4th.

Ghoul's Touch

5th level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M (a small scrap of cloth)
Duration: Concentration, up to 1 minute

You touch a living creature to imbue a minor magical strain of undeath, paralyzing it. The target must succeed on a Constitution saving throw or become *paralyzed* for the spell's duration. Undead automatically succeed on this saving throw.

A creature paralyzed with this spell exudes a terrible stench that effectively nauseates all other creature within proximity. During the spell's duration, when a creature first enters or starts its turn within 5 feet of the paralyzed creature, it must succeed on a Constitution saving throw or become *poisoned* until the start of its next turn. Undead automatically succeed on this saving throw.

3RD EMPOWER

At level 11, add the following empowers to the empowers list.

OTHERWORLDLY LEAP

Your jump distance is tripled.

SIGN OF ILL OMEN

The range of your *Animate Skeleton* spell is increased to 30 feet.

CHAINS OF CORRUPTION

6th level necromancy

Casting Time: 1 action
Range: 100 feet
Components: V, S, M (1 foot length of chain)
Duration: 3 rounds

Make a spell attack at target. If you hit, the spell flings out a tendril of corruption that infects the enemy, dealing 6d8 necrotic damage. The enemy must make a Dexterity saving throw or be *restrained*. The enemy can repeat the save each round.

The corruption then attempts to spread towards nearby enemies that stay near the infected creature. Enemy creatures within 15ft of the infected creature need to make a Dexterity saving throw, or are affected at the beginning of your next round, applying the same effects. This continues to spread until there are no further targets in range. Each creature can only be affected once per cast.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the necrotic damage increases by 1d6 per slot level above 6th.

MASS FATIGUE

7th level necromancy

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Instantaneous

Target a point within 60 feet. All creatures in a 20 foot radius around that point must make a Constitution saving throw. A creature takes 10d6 cold damage and gains 2 levels of exhaustion on a failed save, or only half damage on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 8th level or higher, the cold damage increases by 1d6 per slot level above 8th.

4TH EMPOWER

At level 15, add the following empower to the empower list.

WHISPERS OF THE GRAVE

As an action you may grant the semblance of life and Intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The spell fails if the corpse was the target of this spell within the last 10 days. Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. You can use this once per short rest.

SUPREMACY

8th level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 minute

A deep black ray surges from your fingers as it hones in on your target. They must make a saving throw, for a score of your choice. On a failure, they lose 3d6 points in that score to a minimum of one, and you gain the same amount, to a maximum of 30. When the spell ends, at the start of your turn, you lose one point in that score and return it to the creature it was taken from, and do so every turn until they regain all of their lost score.

At Higher Levels: When cast at 9th level, increase the drain to 5d6.

WITHER

9th level necromancy

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

Select a target creature within range. You point and shout a loud word of power at the creature, invoking the unseen forces of dark power to tear them from within. The target makes a Wisdom saving throw. If the target fails, it begins to violently convulse as its soul is torn out of its body and subsequently destroyed, leaving only the corpse. It cannot be revived by any means. A creature with more than half their maximum hit points automatically succeeds this saving throw.

5th Empower

At level 20, add the following empower to the empower list.

Awakening

You finally awake the true power of darkness. All your ability scores increase by 2, to a maximum of 22. Additionally, once per long rest, whenever you roll initiative and have no Dark Points, you gain an amount equal to your Doomlord level.

Calling of Doom

Doomlords who choose this calling excel at inflicting powerful curses and strategically weakening their foes.

Basic Doom Methods

When you choose this calling at 3rd level, you gain the following feature and you learn the ***bane*** spell:

Fearsome Presence

As a reaction to incoming damage from a creature, you can cause the attacker to make a Sanity saving throw. On a failed save, the creature is *charmed* **or** *frightened* by you (your choice) until the end of your next turn. You can use this feature once per short rest.

Advanced Doom Methods

At 6th level, you gain the following feature and **learn one** of the following spells:

Improved Concentration

Your empathy for cursing grows. You gain the ability to maintain concentration on up to two enchantment spells simultaneously. When you take damage, you must make separate concentration rolls for each spell you are maintaining. You can maintain concentration for up to three enchantment spells at level 11 and up to four at level 18.

Curse of Exhaustion

3rd level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You bestow a curse upon a creature. That creature must succeed on a Charisma saving throw or become cursed for the duration of the spell. While cursed, the target must make a Constitution saving throw at the start of each of its turns. If it fails, it wastes its turn doing nothing.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 4th.

CURSE OF AGONY

3rd level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You bestow a curse upon a creature. That creature must succeed on a Charisma saving throw or become cursed for the duration of the spell. While the target is cursed, each time it takes damage from a weapon attack or a spell, it takes an extra 2d4 necrotic damage.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the bonus damage is increased by 1d4 for each slot level above 4th.

SUPERIOR DOOM METHODS

At 10th level, you gain the following feature and **learn two** of the following spells:

EVIL PRESENCE

The range of any enchantment spell you can cast is doubled.

CURSE OF PARALYSIS

5th level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You bestow a curse upon a creature. That creature must succeed on a Charisma saving throw or become cursed for the duration of the spell. While the target is cursed, it is *incapacitated*. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 5th.

CURSE OF PAIN

5th level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You bestow a curse upon a creature. That creature must succeed on a Charisma saving throw or become cursed for the duration of the spell. While the target is cursed, at the beginning of each of its turns it takes 1d8 + your Charisma modifier necrotic damage. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 5th.

CURSE OF DELUSIONS

5th level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You bestow a curse upon a creature. That creature must succeed on a Charisma saving throw or become cursed for the duration of the spell. While a target is cursed, it can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn. At the end of each of its turns, the target can make a Sanity saving throw. On a success, the spell ends on the target.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 5th.

1d10	Behavior
1	The creature uses all its movement to move in a random direction. The creature doesn't take an action this turn.
2 - 6	The creature doesn't move or take actions this turn.
7 - 8	The creature uses its action to make a melee attack against a randomly determined creature within its reach or nothing if that's not possible.
9 - 10	The creature can act and move normally.

EXPERT DOOM METHODS

At 14th level, you gain the following feature and learn the following spell:

POWERFUL AFFLICTION

When a creature makes a saving throw against one of your enchantment spells, it suffers a -5 penalty.

CURSE OF GREED

7th level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a coin)
Duration: Until dispelled

You corrupt the heart of your enemy, giving them a crippling weakness for wealth of all kinds. Choose a humanoid you can see within range. The target must make a Charisma saving throw. On a failure, it must make the saving throw again at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it gains the following flaw: "I hoard wealth like a miser, and I will do anything that will grant me more money or power, including betraying my friends." The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

The spell can be dispelled only by a *dispel magic* or *remove curse* spell cast at 9th level, or a *wish* spell.

MASTER OF DOOM

At 18th level, you gain the following feature and learn the following spell:

FOCUSED WILL

While you are concentrating on more than one enchantment spells, you have resistance to any non-magical damage.

CURSE OF INTELLIGENCE

9th level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 round

You unleash the power of darkness to blast the intellect of up to ten creatures of your choice that you can see within range. Creatures that have an Intelligence score of 2 or lower are unaffected. Each target must succeed on a Charisma saving throw or become cursed for the duration of the spell. When the spell doesn't end early, a cursed target takes 14d6 psychic damage and is stunned until the end of its next turn. If a creature is killed by this damage, its head explodes, assuming it has one.

CALLING OF SHADOW

Masters of dark energy, Doomlords who follow this path can manipulate it to siphon the life essence from creatures or strike their foes with it.

BASIC SHADOW METHODS

When you choose this calling at 3rd level, you gain the following feature and learn the following spell:

SOUL STEAL

When you reduce a hostile creature to 0 hit points, you restore hit points equal to your Doomlord level.

HAUNT

1st level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You send a ghostly soul to haunt the targeted creature. Make a ranged spell attack against that creature. On a hit, the target takes 2d8 necrotic damage and must succeed on a Charisma saving throw or become haunted for the duration of the spell. When a haunted creature takes damage, it takes an extra 1d6 necrotic damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the initial damage is increased by 2d8 for each slot level above 1st.

ADVANCED SHADOW METHODS

At 6th level, you gain the following feature and **learn one** of the following spells:

DARK ONE'S LUCK

When you make an attack roll, an ability check, or a saving throw, you can use this feature and add 1d8 + your Charisma modifier to your roll. You have the option to do this after seeing the initial roll, but before any of the roll's effects take place. You may use this feature twice per short rest.

DRAIN LIFE

3rd level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

Using your dark energy, you can siphon life force from others to heal your wounds. Make a ranged spell attack against a creature within range. On a hit, the target takes 4d8 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. For the duration, at the start of each of your turns, the target must make a Constitution saving throw. On a failed save you may repeat the effect as an action. On a success the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the initial damage is increased by 2d8 for each slot level above 4th.

FEAR

3rd level necromancy

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Sanity saving throw or drop whatever it is holding and become frightened for the duration. While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Sanity saving throw. On a successful save, the spell ends for that creature.

SUPERIOR SHADOW METHODS

At 10th level, when you adopt this calling, you gain the following feature and **learn two** of the following spells:

VICIOUS MASTERY

When you deal necrotic damage to a creature, you may cause it to make a Wisdom saving throw. On a failed save, you can apply one of the following effects to that creature for 1 minute.

- **Crippled:** The creature has its speed halved and has disadvantage on Dexterity rolls.
- **Weakened:** The creature drops whatever it is carrying and has disadvantage on Strength rolls.
- **Shattered:** The creature has its Hit Point maximum reduced by your Charisma modifier (minimum 1 Hit Point) and has disadvantage on Constitution rolls.
- **Twisted:** The creature cannot speak and has disadvantage on Charisma rolls.
- **Broken:** The creature cannot make reactions and has disadvantage on Sanity rolls.

You may use this feature a number of times equal to your Charisma modifier (minimum once) per long rest.

POISONOUS FOG

5th level conjuration

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 10 minute

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 8d6 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the poison damage is increased by 2d6 for each slot level above 6th.

Shadowy Explosion

5th level conjuration

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous

You point to a location within range, summoning a radiant 5-foot sphere of dark energy that materializes and detonates, creating an impact within a 20-foot radius. Every creature in that area must make a Dexterity saving throw. If a creature fails the save, it suffers 9d4 necrotic damage initially, followed by an additional 3d6 necrotic damage at the end of its next turn. A successful save results in half the initial damage taken and no additional damage at the end of its next turn.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the initial damage is increased by 4d4 for each slot level above 6th.

Soul Tap

5th level necromancy

Casting Time: 1 action
Range: Touch
Components: S
Duration: 1 minute

Make a melee spell attack roll to touch a creature, pulling at its very soul and displacing it just enough to temporarily disable the creature. On a hit the target takes 2d10 necrotic damage and must succeed on a Constitution saving throw or be paralyzed for the duration. The creature must also make a Sanity saving throw or be stunned for the duration. The creature can remake the Constitution save at the start of each of its turns, ending the paralyzed condition on a success. The creature can remake the Sanity save at the end of each of its turns, ending the stunned condition on a success. A creature stunned in this way is unaware of its surroundings.

At Higher Levels: When you cast this spell using a spell slot of 6th or higher, the spell's maximum range increases by 10 feet for every level above 5th. At 9th level, its duration increases to 10 minutes.

Expert Shadow Methods

At 14th level, you gain the following feature and learn the following spell:

Spellbreaker

When you attack a creature that is concentrating on a spell, you may spend 1 Dark Point to impose disadvantage on that creature's Constitution saving throw to maintain concentration.

Shadow Image

7th level illusion

Casting Time: 1 action
Range: 500 miles
Components: V, S
Duration: 1 minute

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the spell ends.

You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Master of Shadows

At 18th level, when you adopt this calling, you gain the following feature and spell:

Shadow Infusion

When you cast *Shadow Bolt*, you have the option to expend a spell slot to augment its potency. Each bolt inflicts 2d6 necrotic damage for each level of the spell slot used, instead of 1d10.

CONSUMPTIVE TOUCH

9th level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Make a melee spell attack roll to touch a creature within range that you can see. The target must make a Constitution saving throw. On a failure, it takes 15d10 necrotic damage. Additionally, you can stun, blind, or deafen the creature for 1d4 hours.

If the target succeeds on the saving throw, the damage is halved and the target suffers no other effects. If you choose the blind or deafen effect and the creature rolls a natural 1 on its saving throw, the effect becomes permanent. The creature can repeat the saving throw at the beginning of each of its turns. On a failure, the creature takes 1d10 necrotic damage. On a success, the effect ends.

CALLING OF NECROMANCY

These Doomlords are followers of the purest form of necromancy. They are fully committed to the art of understanding and controlling the necromancy school. They summon powerful skeletal minions to help them in any way.

BASIC NECROMANCY METHODS

When you choose this calling at 3rd level, you gain the following feature and learn the ***Toll the Dead*** spell:

ABSORB DARKNESS

When you take necrotic damage, as a reaction, you can nullify the damage entirely and restore 2 Dark Points. You can use this feature twice per short rest. The number of Dark Points restored increases at certain levels: 5 at 5th level, 7 at 9th level, 10 at 13th level, and 13 at 17th level.

ADVANCED NECROMANCY METHODS

At 6th level, you gain the following feature and learn the ***Revivify*** or ***Spirit Shroud*** spells:

SKELETON SUMMONER

Your "Animate Skeleton" spell now summons a "Skeleton Soldier." Additionally, the duration of the spell is permanent, and the summoned creature lasts until it is destroyed. You may not have more than one "Skeleton Soldier" summoned at any given time.

SKELETON SOLDIER

Medium undead, lawful evil

Armor Class 13 (armor scraps)
Hit Points 86
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 2 (450 XP)

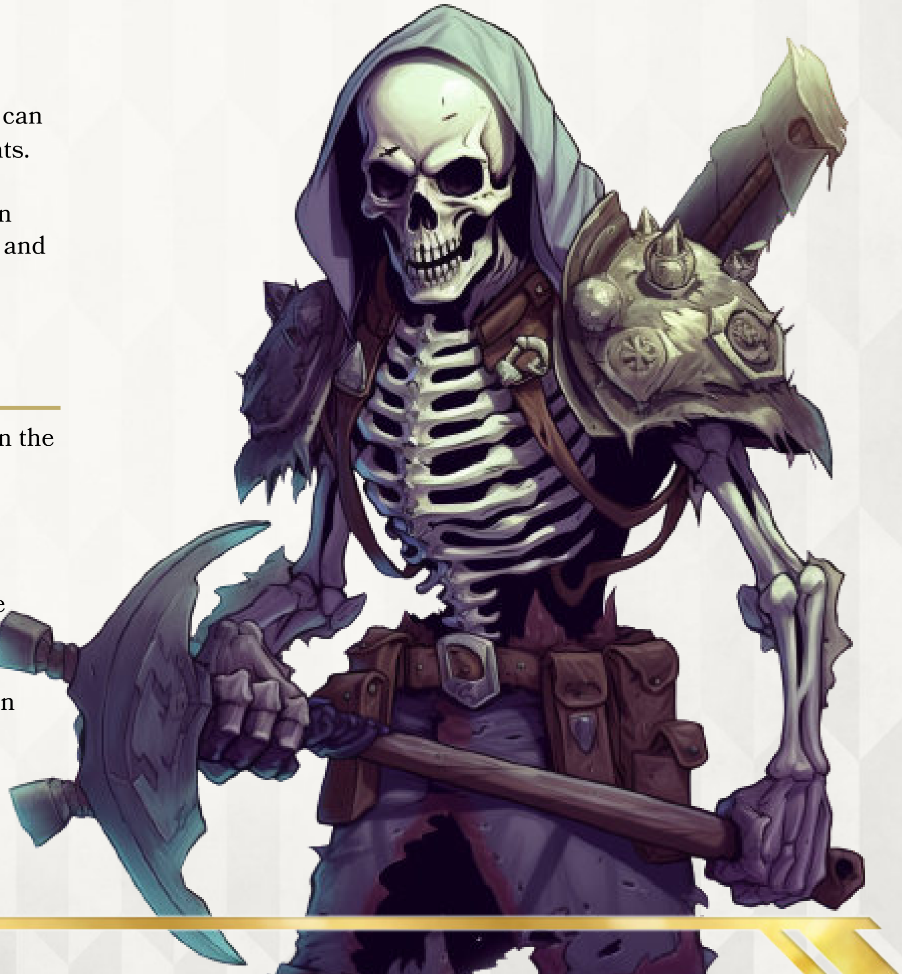
ACTIONS

Multiattack. The skeleton makes three melee attacks with its scimitar.

Rusted Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 6 (1d6 + 3) slashing damage.

REACTIONS

Parry. The skeleton adds 2 to its AC against one melee attack that would hit it. To do so, the skeleton must see the attacker.



Superior Necromancy Methods

At 10th level, you gain the following feature and *learn two* out of ***Negative Energy Flood***, ***Danse Macabre*** and ***Contagion*** spells:

Skeleton Summoner Upgrade

Your *Animate Skeleton* spell now summons a **Skeleton Warrior**. Furthermore, you gain the ability to exert control over your summoned creature as long as it remains within a range of 500 feet from you (previously 90 feet). Keep in mind that you cannot have more than one *Skeleton Warrior* summoned simultaneously.

Skeleton Warrior

Medium undead, lawful evil

Armor Class 14 (armor scraps, spiked shield)
Hit Points 116
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 4 (1100 XP)

Charge. If the skeleton moves at least 15 feet straight toward a target and then hits it with its spiked shield on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Multiattack. The skeleton makes two attacks, only one of which can be with its spiked shield.

Rusted Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 10 (2d6 + 3) slashing damage.

Spiked Shield. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 10 (2d6 + 3) piercing damage.

Expert Necromancy Methods

At 14th level, you gain the following feature and learn the ***Tether Essence*** spell.

Skeleton Summoner Upgrade

Your *Animate Skeleton* spell now summons a **Skeleton Brute**. Additionally, as a bonus action, you may spend 7 Dark Points to destroy your summoned creature and restore 8d6 hit points to any non-undead creature within a 10-foot radius of it. You may not have more than one *Skeleton Brute* summoned at any given time.

Skeleton Brute

Medium undead, lawful evil

Armor Class 15 (armor scraps, spiked shield)
Hit Points 131
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 5 (1800 XP)

Fearless. The skeleton has advantage on saving throws against being frightened.

Actions

Multiattack. The skeleton makes three melee attacks with its battlehammer.

Battlehammer. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 13 (2d8 + 4) bludgeoning damage.

Reactions

Parry. The skeleton adds 3 to its AC against one melee attack that would hit it. To do so, the skeleton must see the attacker.

Master of Necromancy

At 18th level, when you adopt this calling, you gain the following feature and learn the ***Time Ravage*** spell.

Skeleton Summoner Upgrade

Your *Animate Skeleton* spell now summons a **Skeleton Champion**. Additionally, as a reaction when you take damage, you may split the damage between one your summoned creatures and yourself. If you have no creatures summoned, you can't benefit from this feature. You may not have more than one *Skeleton Champion* summoned at any given time.

Skeleton Champion

Medium undead, lawful evil

Armor Class 16 (chain mail)
Hit Points 176
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 8 (3900 XP)

Undead's Sight. Magical darkness doesn't impede the skeleton's darkvision.

Magic Resistance. The skeleton has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The skeleton makes four melee attacks with its spear.

Spear. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit* 13 (3d6 + 3) slashing damage.

Elementalist

A dozen robots encircle a Norgari draped in furs, their sinister grins anticipating an effortless kill. In an instant, the Norgari finds himself engulfed in orbs of lightning, while his warhammer radiates with untamed elemental fire. Assuming a resolute martial stance, he challenges the audacity of the green tide to defy the very forces of nature.

Amidst a group of battle-worn warriors, an elderly human stands tall. Their injuries fresh from recent conflicts, they close their eyes and delve into deep concentration. The wind gusts, raising clouds of dust from the ground, as a tingling sensation of icy heat envelops the wounded. Cuts sizzle shut, bones regenerate, and blood flows anew, as the ancient essence of life is restored.

Squinting against the setting sun, the human casts long shadows over their loyal followers. Four wooden totems mark the entrance to their cavernous abode; one emanates scorching heat, another emanates bone-chilling cold, a third is enveloped in swirling currents, and the last releases cascading droplets of water. These totems stand as guardians, connected to elemental spirits, warding off unnatural forces that would besiege their home. Each totem draws power from its respective plane, harnessing the essence needed to fuel their magical might.

Regardless of their chosen manifestation, Elementalists share a unified devotion and mastery over the pure elements.

The Elementalist

	Proficiency		Totems	Elemental	— Spell Slots Per Spell Level —					
Level	Bonus	Features	Known	Die	Cantrips	1st	2nd	3rd	4th	5th
1st	+2	Totems, Elemental Sense	2	1d4	—	—	—	—	—	—
2nd	+2	Spellcasting, Elemental Life-Force, Elemental Shield, Extra Totem	3	1d4	1	2	—	—	—	—
3rd	+2	Planar Craft, Rebuke the Elements	3	1d4	1	3	—	—	—	—
4th	+2	Ability Score Improvement, Extra Totem	4	1d6	1	3	—	—	—	—
5th	+3	Elemental Shield Upgrade	4	1d6	2	4	2	—	—	—
6th	+3	Restore the Elements, Extra Totem	5	1d6	2	4	2	—	—	—
7th	+3	Craft Trait	5	1d8	2	4	3	—	—	—
8th	+3	Ability Score Improvement, Extra Totem	6	1d8	3	4	3	—	—	—
9th	+4	Elemental Shield upgrade	6	1d8	3	4	3	2	—	—
10th	+4	Totemic Resurgence, Extra Totem	7	1d10	4	4	3	2	—	—
11th	+4	Craft Trait	7	1d10	4	4	3	3	—	—
12th	+4	Ability Score Improvement, Extra Totem	8	1d10	4	4	3	3	—	—
13th	+5	—	8	1d12	4	4	3	3	1	—
14th	+5	Banish the Elements, Extra Totem	9	1d12	4	4	3	3	1	—
15th	+5	Craft Trait	9	1d12	4	4	3	3	2	—
16th	+5	Ability Score Improvement, Extra Totem	10	1d12	4	4	3	3	2	—
17th	+6	—	10	1d20	4	4	3	3	3	1
18th	+6	Craft Trait, Extra Totem	11	1d20	4	4	3	3	3	1
19th	+6	Ability Score Improvement	11	1d20	4	4	3	3	3	2
20th	+6	Elemental Avatar, Extra Totem	12	1d20	4	4	3	3	3	2

RACIAL PREREQUISITIES

All races are able to chose the path of an Elementalist **except the Nazatrons**. It is up to you to create the best fitting background for your character.

CLASS FEATURES

As an Elementalist you gain the following class features:

HIT POINTS

Hit Dice: 1d8 per Elementalist level
Hit Points at 1st level: 8 + Constitution Modifier
Hit Points at Higher Levels: 1d8 (or 5) + Constitution modifier per Elementalist level after 1st

PROFICIENCIES

Armor: Light Armor, Medium Armor, Shields
Weapons: Simple melee weapons, Warhammers, Nets
Tools: Herbalism Kit
Saving Throws: Strength, Wisdom
Skills: Choose two from Animal Handling, Insight, Medicine, Nature, Perception, Religion, Survival

EQUIPMENT

You start with the following equipment:

- *(a)* a warhammer **or** *(b)* any simple melee weapon
- *(a)* a shield **or** *(b)* any simple melee weapon
- *(a)* a scale mail **or** *(b)* leather armor
- *(a)* a dungeoneer's pack **or** *(b)* an explorer's pack

TOTEMS

An Elementalist channels the spirits of primordial elemental beings into the material planes by summoning a *totem*. These small, immobile beings act as conduits to the inner planes, bringing forth particular aspects of the plane from which they hail.

At 1st level, you know how to summon two totems from the list below. You can learn an additional totem at 2nd level and then an additional totem every other level, as shown in the *Totems Known* column of the Elementalist table.

As an action, a totem is summoned to an empty space the Elementalist can see within 60 feet for 1 minute.

You can only have 1 totem active at a time at 1st level. At 4th level, you can have 2 different totem types active at a time. At 7th level, you can have 3 different totem types active at a time. At 11th level, you can have 4 different totem types active. Totem types are separated by element: fire, water, earth, air. If you use this feature to summon a totem that has already been summoned by you, or another of the same type of totem, the former totem disappears.

When a totem's hit points or your hit points are reduced to 0, or if you move 120 feet away from it, the totem is destroyed.

You can use this feature to summon totems a number of times equal to 2 + your Wisdom modifier. You gain all these uses back after a long rest.

TOTEM

Small elemental (totem), unaligned

Armor Class 10 + Summoner's Wisdom Modifier
Hit Points 5 + Summoner's Level
Speed 0ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	10 (+0)	4 (-3)	10 (+0)	6 (-2)

Condition Immunities Frightened, poisoned, prone
Damage Immunitites Poison
Damage Resistances Bludgeoning, piercing, slashing
Senses Passive Perception 10
Languages Primordial
Challenge 0 (25 XP)

Elemental Object. A totem's speed cannot be increased by any means. If more than 1,000 pounds of force is applied or a DC 20 Strength check is succeeded, the totem is destroyed.

Stasis. The totem itself cannot take any actions, bonus actions, or reactions, unless granted from its summoner or inherent in the totem description.

FIRE TYPE TOTEMS

Totem of Scorching: As an action, this totem has an attack based on your spell attack modifier that deals your elemental die in fire damage at 20/40 ft range. It activates at same initiative step as you do.
Totem of Flameblade: All friendly creatures within a 10-foot radius of this totem may choose, once per their turn, to deal additional fire damage equal to your wisdom modifier with melee attacks.
Chillward Totem: All friendly creatures within a 10-foot radius of this totem have resistance to cold damage.

WATER TYPE TOTEMS

Totem of Renewal: As an action, this totem heals a creature of your choosing within 10 feet of this totem for a number of hit points equal to your elemental die at the end of your turn.
Totem of Cleansing: All friendly creatures within a 10-foot radius of this totem have advantage on checks against poison and disease.
Heatward Totem: All friendly creatures within a 10-foot radius of this totem have resistance to fire damage.

EARTH TYPE TOTEMS

Totem of Rumbling: Terrain within a 10 foot radius of this totem is treated as difficult terrain.
Stoneward Totem: All friendly creatures within a 10-foot radius of this totem have resistance to slashing, piercing, and bludgeoning from non-magical sources.
Totem of Might: All friendly creatures within a 10-foot radius of this totem have advantage on Strength checks and Strength saves.

AIR TYPE TOTEMS

Vortex Totem: As a reaction to a hostile spell targeting a friendly creature within 10 feet of this totem, this totem may roll your elemental die: if the level of the spell is less than or equal to the number rolled, it targets the totem instead. The totem is then destroyed, regardless of the spell.
Totem of Grace: All friendly creatures within a 10-foot radius of this totem have advantage on Dexterity checks and Dexterity saves.
Totem of Zephyr: All friendly creatures within a 10-foot radius of this totem gain advantage on opportunity attack rolls. Additionally, when they initiate a dash action within 10 feet of this totem, their movement speed is increased by 10 feet.

ELEMENTAL SENSE

The presence of raw elemental forces thrum within you when they are nearby. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any elemental within 60 feet of you that is not behind total cover. You know the type (earth, air, fire, water) of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has had its elemental makeup altered, as with *stoneshape* or *control water*.

You can use this feature a number of times equal to 2 + your Wisdom modifier. When you finish a long rest, you regain all expended uses.

SPELLCASTING

By 2nd level, your connection to the elemental planes allows you to manifest their power through spells.

CANTRIPS

At 2nd level, you know one cantrip of your choice from the Elementalist spell list. You learn additional Elementalist cantrips of your choice at higher levels, as shown in the Cantrips column of the Elementalist table.

SPELL SLOTS

The Elementalist table displays the number of spell slots you possess for casting spells of 1st level and higher. In order to cast any of these spells, you must expend a slot of the spell's level or a higher level. All expended spell slots are regained upon completing a long rest.

PREPARING AND CASTING SPELLS

You prepare the list of spells that are available for you to cast, choosing from the Elementalist spell list. When you do so, choose a number of Elementalist spells equal to your Wisdom modifier + Elementalist level (minimum of one spell). The spells must be of a level for which you have spell slots. Casting the spell doesn't remove it from your list of prepared spells. You can also change your list of prepared spells when you finish a long rest. Preparing a new list of spells requires time spent in meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your Elementalist spells, since your magic draws on your attunement to the elemental planes. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an Elementalist spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom Modifier

Spell attack modifier = your proficiency bonus + your Wisdom Modifier

ELEMENTAL LIFE-FORCE

By 2nd level, Elementalists are taught that all life is comprised of the four basic elements. With sufficient knowledge, you can tap into the elemental life-force to mend wounds.

As an action, you can expend a spell slot to heal hit points equal to your elemental die per spell slot level expended to any one creature within 30 feet.

ELEMENTAL SHIELD

At 2nd level, your mastery of the elements grants you the ability to shield yourself with an unstable barrier. At this level, you may choose one shield type, and you gain an additional choice at 5th level and the final choice at 9th level. Each shield type starts with 3 charges when you envelop yourself with it (increasing to 4 charges at 5th level and 5 charges at 9th level), and these charges remain until expended or until you take a short or long rest. Only one type of shield can be active at a time, and you can cast each shield once per short rest.

As an action, you can surround yourself with elemental forces and gain one of the following shield types:

Storm Shield: A black cloud cackles with bolts of lighting as it orbits you . As a reaction to an incoming melee or ranged attack, you may expend one of the charges to deal your elemental die + your Wisdom modifier lightning damage to the attacker.

Tide Shield: Crashing waves swirl about you, constantly dipping into and out of the weave of magic. As a reaction to an incoming melee or ranged attack, you can expend any number of charges to regain a spell slot equal to the number of charges expended.

Gravel Shield: Thousands of tiny pebbles circle about you, ready to intercept harmful attacks and effects. As a reaction to an incoming melee or ranged attack, you may expend one of the charges to gain resistance to that damage type for this one attack.

PLANAR CRAFT

At 3rd level an Elementalist hones his craft at manipulating the inner planes' powers. Choose between Mundunugu, Elemental Warrior, or Totemic Mentor.

Mundunugu specialize in using their knowledge of elemental life-force to better heal and protect their allies.

Elemental Warriors use their powers to enhance their martial aspects and channel powerful elemental infusions onto their weapons.

Totemic Mentors prefer to bolster their allies through powerful spirits within their totems, manipulating the battleground.

All three are detailed later. Your choice grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

REBUKE THE ELEMENTS

Beginning at 3rd level, your deep connection to the elemental planes allows you some control over the spirits and creatures primarily composed of elemental force.

As an action, you call upon the the planes themselves to rein in their own. Each elemental that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can take the Dodge action.

After you use this feature, you must finish a short or long rest before you can do so again.

ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

RESTORE THE ELEMENTS

Your rebuking of elemental forces becomes more focused at 6th level, allowing you to negate magical elemental effects. You can use your *Rebuke the Elements* feature to cast a modified *dispel magic* to a creature you can see within 30 ft of you. Any spell effect of 3rd level or lower on the target that is on the Elementalist spell list ends. For each spell of 4th level or higher on the target that is also on the Elementalist spell list, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

TOTEMIC RESURGENCE

At 10th level, you regain all totem uses after a short rest.

BANISH THE ELEMENTS

Your rebuking of elemental forces reaches its peak at 14th level, allowing you to send elemental beings back to their home plane. You can use your *Rebuke the Elements* feature to cast banishment on one elemental you can see within 30 feet of you.

ELEMENTAL AVATAR

At level 20, you perfect your bond with the elemental planes. Once per long rest you can assume the mantle of an elemental avatar, gaining one of the following for 1 hour:

Avatar of Fire: You are immune to fire damage and at the beginning of each of your turns, you deal your elemental die in fire damage to all creatures within 5 feet of you. As an action, you can expend any number of spell slots totaling 5 levels or more worth of spells to summon a ***Fire Elemental***.

Avatar of Earth: You are resistant to bludgeoning, piercing, and slashing attacks from magical and non-magical sources. As an action, you can expend any number of spell slots totaling 5 levels or more worth of spells to summon an ***Earth Elemental***.

Avatar of Air: You gain 60 feet flying move speed. As an action, you can expend any number of spell slots totaling 5 levels or more worth of spells to summon an ***Air Elemental***. Additionally, you gain the following condition immunities: *grappled, prone, restrained*.

Avatar of Water: You have 60 feet swim move speed. You are resistant to cold damage. As an action, you can expend any number of spells slots totaling 5 levels or more worth of spells To summon a ***Water Elemental***. You gain the following condition immunities: *grappled, prone, restrained*.

Any elemental summoned with this feature lasts as long as the elemental avatar does. You may only have one elemental summoned from this feature at a time.

Craft of Mundunugu

Mundunugu are taught that the true purpose of elemental harmony is the heal the wounded and restore balance to nature.

Expanded Spell List

In their peacekeeper training they also bolster their spellcasting ability with a very limited selection of non-aggressive spells to help their allies and soothe their enemies.

Elementalist Level	Spell
3rd	*Sleep*
5th	*Calm Emotions*
9th	*Revivify*
13th	*Death Ward*
17th	*Hold Monster*

Bountiful Life-Force

At 3rd level, when you use your *Elemental Life-Force* feature, add your Wisdom modifier to the amount healed.

You can also use a special form of that feature to cast *lesser restoration*. Doing so requires expending a total of 2 or more levels worth of spell slots.

Transfer Shield

At 3rd level, as an action, you can transfer your currently active *Elemental Shield* to an ally within 30 feet of you that you can see.

Chain Healing

At 7th level, when you use your *Elemental Life-Force* feature to heal a creature, you may heal an additional creature within 10 feet of the target for half the amount healed. You may then heal a third creature within 10 feet of the second target for half the amount that the second creature was healed.

Protective Life-Force

At 11th level, when you use your *Elemental Life-Force* feature to heal a target, the target healed also gains temporary hit points equal to twice the level of the spell slot expended.

You can also use a special form of that feature to cast *greater restoration*. Doing so requires expending a total of 5 or more levels worth of spell slots.

Primordial Resurgence

At 15th level, your connection to the healing power of the elements protects you from death. If you are reduced to 0 hit points and have at least 1 spell slot available, you instead automatically use your *Elemental Life-Force* feature on yourself, as a free action. This feature cannot occur more than once per long rest.

Revitalizing Life-Force

At 18th level, when you use your *Elemental Life-Force* feature to heal a target, you may also cast *lesser restoration* on the target healed as part of the action. Doing so does not require expending any additional spell slots.

You can also use a special form of that feature to cast *resurrection*. Doing so requires expending a total of 7 or more levels worth of spell slots. In addition to all the drawbacks listed in the resurrection spell, you also cannot use your *Elemental Life-Force* feature again until you take a long rest.

CRAFT OF THE ELEMENTAL WARRIOR

Elemental Warriors harness their deep connection to the inner planes to manifest potent effects upon their weapons, enhance their shields, and refine their martial expertise.

EXPANDED SPELL LIST

As part of your martial training, you have access to additional spells relating to movement as you level up:

Elementalist Level	Spell
3rd	*Jump*
5th	*Spider Climb*
9th	*Fly*
13th	*Freedom of Movement*
17th	*Telekenesis*

PREPARED FOR WAR

At level 3, you can transform magic energies and infuse your weapons with raw elemental power as a bonus action. Only one infusion per weapon you are holding is allowed. Storing a weapon, being disarmed, or otherwise losing control of the weapon dispels the infusion.

Blazing Infusion: You can use a bonus action and expend a spell slot to deal extra fire damage on your next successful melee attack. Roll one elemental die per level of spell slot expended and add your wisdom modifier to determine the extra fire damage done.

Freezing Infusion: You can use a bonus action and expend a spell slot to deal cold damage equal to your wisdom modifier and reduce the move speed of the target of your next successful melee attack by 10 + 5 feet per level of spell slot expended. This effect lasts until the end of the target's next turn.

Cyclone Infusion: You can use a bonus action to expend a spell slot and imbue your weapon with the fury of the wind, granting a bonus to attack rolls equal to the level of the spell slot expended. Your next successful melee attack crits on a 19 or 20 and knocks the target back by 5 feet per spell slot expended (Strength check vs your spell DC to negate the knock back).

Rockwarder Infusion: You can use a bonus action and expend a spell slot and gain temporary hit points equal to four times the spell slot expended plus your wisdom modifier when you hit on your next melee attack.

EXTRA ATTACK

At level 7, you can attack twice when taking the attack action.

IMPROVED ELEMENTAL SHIELDS

At level 11, as long as you have at least 1 charge left on your *Elemental Shield*, you gain the following bonuses (depending on the active shield):

Storm Shield: You have advantage on initiative checks.

Tide Shield: Hostile cantrips that target you have disadvantage.

Gravel Shield: You have +1 AC.

MASTERED ELEMENTAL INFUSION

At level 15, you have mastered the craft of infusing your weapons with elemental power. Your infusions gain the following traits:

Searing Blaze (Blazing): The target also gains vulnerability to fire until the end of your next turn. If the target was resistant to fire, instead they lose this resistance. Targets immune to fire are unaffected.

Deep Freezing (Freezing): The target is slowed an additional 5 feet. If the target's movement is reduced to 0 ft, they are *restrained* until the end of the target's next turn.

Whirlwind (Cyclone): You gain an extra attack against the same target. This attack benefits from the extra crit range and attack bonus of the cyclone infusion used, and can also knock targets back as per the Cyclone infusion.

Stonewarder (Rockward): The target also has disadvantage on their next attack roll or until the end of the target's next turn.

PRIME ELEMENTAL STRIKE

At level 18, you can strike forth with all the fury of the 4 primary elemental planes at once. Before using an infusion bonus action, you may declare that it will be a prime elemental strike. Doing so lets you infuse all 4 *mastered elemental infusions* onto 1 weapon as though they were one spell slot lower than whatever spell slot level you expend. You must take a long rest before using this feature again.

CRAFT OF THE TOTEMIC MENTOR

Elementalists who form deep connections with the spirits of their totems often become totemic mentors, stalwart watchers of their flock who enjoy powerful boons to their totems. As part of your vigilant watch on your totems, you gain access to spellcraft specialized in detecting threats.

EXPANDED SPELL LIST

As part of your vigilant watch on your totems, you gain access to the following spells as your level:

Elementalist Level	Spell
3rd	*Alarm*
5th	*Augury*
9th	*Clairvoyance*
13th	*Arcane Eye*
17th	*Scrying*

RESILIENT TOTEMS

At level 3, your totems are protected by and from the elements. They have a natural armor equal to 12 + your Wisdom bonus and are resistant to fire, cold, lightning, and thunder damage. Your totems gain the following reaction:

Totemic Warding: As a reaction to a melee or ranged attack, a totem can impose disadvantage on the attack.

SCATTER THE FLOCK

At level 3, as an action, you can expend a spell slot to relocate a number of your totems equal to or less than the spell slot expended that are within 60 feet that you can see to an empty space within 60 feet.

PREFERRED TOTEM

At level 7, choose one totem from your known totem list. Summoning this totem does not count against the number of times you can summon a totem before a rest. Additionally, you can summon your preferred totem as a bonus action.

MENTOR'S VIGIL

At level 11, when you use your *Scatter the Flock* feature, your totems timed limit resets. In addition, whenever your totems are relocated in this way, roll your elemental die. Those totems gain temporary hit points equal to the number rolled.

POWERFUL TOTEMS

At level 15, your careful nurturing of the totemic forces has allowed you to summon more powerful totems. For every basic totem known, you can summon its more powerful version instead.

FIRE TYPE TOTEMS

Totem of Cinderbolt (Totem of Scorching): The damage this totem deals with its attack is increased by your Wisdom modifier. It's range is increased to 40/80 feet and it crits on a roll of 19-20.

Firebrand Totem (Totem of Flameblade): The additional fire damage done is now equal to your Wisdom modifier + your Proficiency bonus, and can affect melee and ranged weapons.

Iceward Totem (Chillward Totem): Affected creatures are immune to cold damage.

WATER TYPE TOTEMS

Totem of Rejuvenation (Totem of Renewal): All friendly creatures within a 10-foot radius regain hit points equal to your elemental die at the end of your turn.

Totem of Purification (Totem of Cleansing): Affected creatures are immune to poison and disease.

Flameward Totem (Heatward Totem): Affected creatures are immune to fire damage.

EARTH TYPE TOTEMS

Totem of Earthquake (Totem of Rumbling): Any creatures who are within the radius when the totem is summoned and at the end of each of their turns must make a Dexterity saving throw or be knocked prone and take 2d8 bludgeoning damage, or half on a successful save.

Totem of Stalwart Earth (Stoneward Totem): Affected creatures are immune to *petrify*, and have advantage against spells and effects that knock them down or move them.

Totem of Primordial Might (Totem of Might): Affected creatures have their Strength increased by 2.

AIR TYPE TOTEMS

Spellward Totem (Vortex Totem): This totem is no longer automatically destroyed when using its feature. It can still be destroyed if the spell drops it hit points to 0 or otherwise has an affect that would destroy it.

Totem of Primordial Grace (Totem of Grace): Affected creatures have their Dexterity increased by 2.

Totem of Stormsurge (Totem of Zephyr): Affected creatures have advantage on attack rolls and if they start their turn within 10 feet of the totem their move speed is increased by 10.

TOTEMIC CHANNELING

At level 18, you can cast spells as though you are one of your totems, so long as that totem is within 500 feet of you. Spell ranges can be calculated from where the totem is, touch spells can be cast on anything within 5 feet of your totems, and self only spells can be cast on your totems.

ELEMENTALIST SPELL LIST

CANTRIPS (0 LEVEL)

Control Flames
Create Bonfire
Fire Bolt
Frostbite
Gust
Mold Earth
Produce Flame
Ray of Frost
Shape Water
Shocking Grasp
Thunderclap

1ST LEVEL

Absorb Element
Burning Hands
Create or Destroy Water
Earth Tremor
Fog Cloud
Ice Knife
Purify Food and Drink
Thunderwave
Thunderous Smite
Zephyr Strike

2ND LEVEL

Continual Flame
Flaming Sphere
Flame Blade
Gust of Wind
Heat Metal
Maximilian's Earthen Grasp
Misty Step
Pyrotechnics
Shatter
Skywrite
Snilloc's Snowball Swarm
Warding Wind

3RD LEVEL

Call Lightning
Elemental Weapon
Erupting Earth
Fireball
Gaseous Form
Lightning Bolt
Meld Into Stone
Sleet Storm
Tidal Wave
Water Breathing
Wall of Sand
Wall of Water
Water Walk
Wind Wall

4TH LEVEL

Conjure Minor Elementals
Control Water
Elemental Bane
Fire Shield
Ice Storm
Stone Shape
Stone Skin
Storm Sphere
Wall of Fire
Watery Sphere (EE)

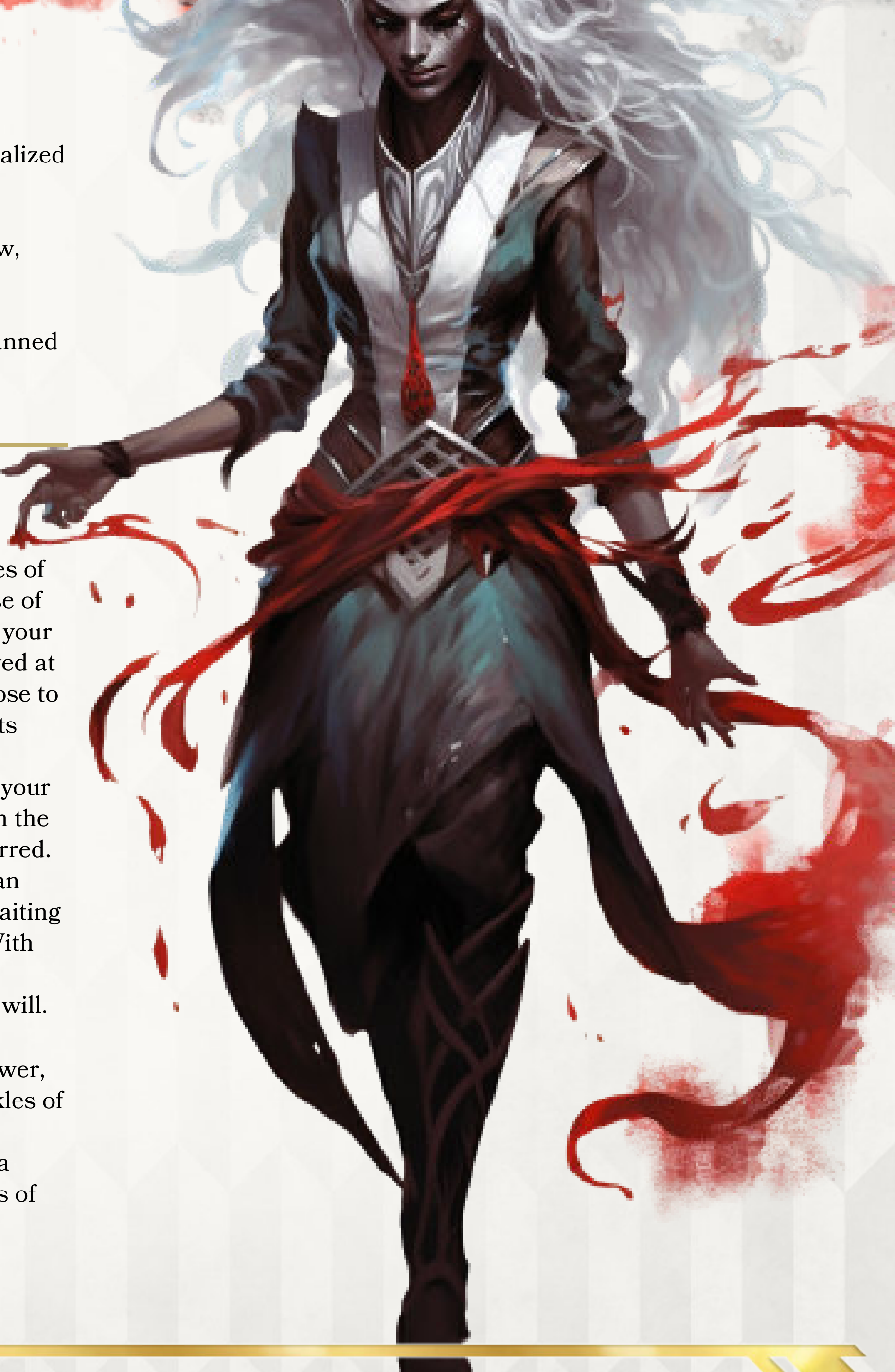
5TH LEVEL

Cone of Cold
Conjure Elemental
Control Wind
Flame strike
Immolation
Maelstrom
Passwall
Transmute Rock
Wall of Stone

FALLEN MAGE

As her hands moved and her lips whispered incomprehensible words, a sphere of blood materialized above her flowing white hair.

Two figures faced off against a lone Mow on a rooftop. The Mow's hands emanated a radiant glow, causing blood to swirl around his body before coalescing into two massive fireballs. With expert precision, he skillfully hurled them towards his stunned adversaries.



LIMITLESS

You were once a formidable mage, skilled in the arts of arcane magic that courses through the world. Equipped with your trusty Spellpad and a focus to channel your power, you wielded the forces of magic with precision and control. However, a sense of confinement plagued you, as if the very essence of your potential was being constrained. Frustration gnawed at you, driving you to make a fateful decision: you chose to cast aside your Spellpad, seeking liberation from its limitations.

In forsaking your familiar tool, you also severed your connection to your primary source of magic. Yet, in the wake of this sacrifice, something remarkable occurred. You discovered a newfound wellspring of energy, an essence that courses through every living being, waiting to be harnessed for your own magical purposes. With time and dedication, you mastered the art of manipulating this latent energy, bending it to your will.

Admittedly, this transition came at a cost. You suffered losses, both in terms of spells and raw power, as you adapted to your altered state. Yet, the shackles of your former limitations have been shattered. Empowered by your new abilities, you embark on a journey of exploration, eager to test the boundaries of your newly acquired powers.

WHO CAN BECOME A FALLEN MAGE

All races are able to chose the path of a Fallen Mage **except the Araimassrizi, the Norgari and the Nazatrons**. It is up to you to create the best fitting background for your character.

THE FALLEN MAGE

Level	Proficiency Bonus	Features	Cantrips Known	Other Spells Known	Max Spell Level
1st	+2	Bloodcasting, Path Choice, Arcane Transfusion	3	3	1
2nd	+2	Blood Restoration	3	3	1
3rd	+2	—	3	4	2
4th	+2	Ability Score Improvement	3	5	2
5th	+3	—	4	6	3
6th	+3	Path Feature	4	7	3
7th	+3	—	4	8	4
8th	+3	Ability Score Improvement	4	9	4
9th	+4	—	4	9	5
10th	+4	Tides of Blood	4	10	5
11th	+4	6th-Blood Arcanum	5	10	5
12th	+4	Ability Score Improvement, A Source to Bend	5	11	5
13th	+5	7th-Blood Arcanum	5	11	5
14th	+5	Path Feature	5	12	5
15th	+5	8th-Blood Arcanum	5	12	5
16th	+5	Ability Score Improvement	5	13	5
17th	+6	9th-Blood Arcanum	5	14	5
18th	+6	A Body of Blood, Path Feature	5	14	5
19th	+6	Ability Score Improvement	5	15	5
20th	+6	Absolute Focus	5	15	5

CLASS FEATURES

As a Fallen Mage you gain the following class features:

HIT POINTS

Hit Dice: 1d12 per Fallen Mage level
Hit Points at 1st level: 12 + Constitution Modifier
Hit Points at Higher Levels: 1d12 (or 7) + Constitution modifier per Fallen Mage level after 1st

PROFICIENCIES

Armor: Light armor
Weapons: Simple melee weapons
Tools: None

Saving Throws: Intelligence, Constitution
Skills: Choose two from Arcana, History, Investigation, Perception, Psicraft and Religion

EQUIPMENT

You start with the following equipment:

- *(a)* 1 x Silver Staff *or (b)* 2 x Laser Daggers
- *(a)* an arcane focus *or (b)* a component pouch
- *(a)* Entertainer's Pack *or (b)* Dungeoneer's Pack
- Leather Armor

BLOODCASTING

You are a caster who uses their own life essence to fuel their spells.

CANTRIPS

At 1st level, you know three cantrips of your choice from the Wizard Spell List. You learn additional Wizard cantrips of your choice at higher levels, as shown in the *Cantrips Known* column of the Fallen Mage table.

BLOOD CASTER

To cast one of your Wizard spells, you must expend a specific amount of hit points, as described later on, or you may use a spell slot acquired through multiclassing. When you inflict damage upon yourself in this manner, there is no need to make a concentration check for spells you are currently concentrating on. Furthermore, when you cast a spell that requires more hit points than your current total, you are reduced to 1 hit point and the spell fails. It is not possible for you to cast spells that restore your hit points through Blood Magic.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know four 1st-level spells of your choice from the Wizard Spell List.

The "Other Spells Known" column of the Fallen Mage table indicates the number of additional Wizard spells you learn from the Wizard Spell List.

Each of these spells must have a spell level that is equal to or lower than the "Max Spell Level" specified on the Fallen Mage Table. For example, upon reaching 3rd level in this class, you can learn one new spell of either 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose any number of the Wizard spells you know and replace them with other spells from the Wizard Spell List. The replacement spells must be of a level equal to or lower than the *Max Spell Level* indicated on the Fallen Mage Table.

SPELLCASTING

Constitution is your spellcasting ability for your Wizard spells, as your knowledge of the arcane has given you a natural understanding of magic requiring no Spellpad to aid your magic. You use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a Wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Constitution Modifier

Spell attack modifier = your proficiency bonus + your Constitution Modifier

Spell HP Cost = 5 x spell slot level

SPELLCASTING FOCUS

Your own blood is a spellcasting focus for your Wizard spells.

RITUAL CASTING

You can cast a Wizard spell as a ritual if that spell has the ritual tag if you have the spell prepared.

BLOODY PATH

At 1st level you can feel yourself being pulled in three different directions. You receive a feature upon choosing one of the three paths at 1st level and again at 6th, 14th and 18th level. Once you chose your Path you cannot change it again.

ARCANE TRANSFUSION

At 1st level, you have mastered the art of manipulating life essence through a mysterious source exclusive to you, known as Arcane Transfusion. Whenever you cast a Wizard damaging spell, you can use your bonus action to alter its damage type to necrotic. Additionally, you restore hit points equal to the level of the spell slot used for the spell + your Constitution modifier. You can't get HP above your maximum and this feature doesn't work against Undead or Oozes.

BLOOD RESTORATION

At 2nd level, when you encounter a corpse that has deceased within the past week, you have the option to spend 5 minutes to restore hit points equal to half of your hit dice. This ability does not function against undead and oozes.

Upon reaching 12th level, the amount of hit points gained is doubled.

ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

TIDES OF BLOOD

At 10th level, you gain a heightened understanding of the circulatory system within your enemies' bodies. When you inflict damage that exceeds a creature's current hit points, you can redirect the excess damage and any associated effects to another creature within a 30-foot radius.

BLOOD ARCANUM

At 11th level, your mastery of the blood arts grants you a magical secret known as " Blood Arcanum." Select one 6th-level spell from the Wizard spell list to be your Arcanum. You have the ability to cast your Arcanum spell once per long rest.

As you progress to higher levels, you will acquire additional Wizard spells of your choosing that can be cast in a similar manner. At 13th level, you gain access to one 7th-level spell. At 15th level, you gain access to one 8th-level spell. Finally, at 17th level, you gain access to one 9th-level spell.

All uses of your Blood Arcanums are replenished when you complete a long rest.

A BODY OF BLOOD

At 18th level, your body stops aging and remains frozen at its current age. Furthermore, you no longer require sleep, food, or drink.

ABSOLUTE FOCUS

At 20th level, you have achieved mastery in the art of spellcasting. You can now concentrate on two spells simultaneously. In situations where you take damage or are forced to make a concentration save, you will make separate rolls for each spell.

Path of the Vampire

You chose to follow the Path of the Vampire, making you hunger for blood forever. Your goal is only the self-preservation.

Blood Pool

At level 1, you gain the ability to have a reservoir of blood around you in your space. For any HP you gain above you maximum you can instead put it aside as a pool. The capacity of the Blood Pool is equal to your Fallen Mage Level x your Constitution Modifier. You can use a bonus action to pour blood from your own hit points or drain blood from the pool. As a reaction, you can let the Blood Pool block the attack that was meant to hit you. It loses HP equal to the damage done. It is resistant to Non-Magical attacks.

Sanguine Escape

At level 6, you have learned to merge yourself one with your *Blood Pool*. When you are attacked by a fatal blow, you can use your reaction to instead ignore all damage until the start of your next turn.

You can only use this feature once per long rest.

Adept Transfusion

At 14th level, you master the art of blood manipulation. When you use your *Arcane Transfusion* feature to inflict necrotic damage, it ignores any resistances to necrotic damage. Furthermore, the hit points you restore with your *Arcane Transfusion* feature are increased by twice your Constitution modifier, instead of once.

Life Drinker

At 18th level, you have mastered the art of manipulating life itself. Once per long rest, you can sacrifice your own essence, to unleash the full extent of your arcane powers. By reducing your health to half of your current hit points, you can transform to your Life Drinker form. This transformation lasts for 1 minute, granting you the following benefits:

- At the start of your turn, all creatures within a 10-foot radius of you suffer necrotic damage equal to your Blood Mage level, and you regain hit points equal to your Blood Mage level.
- You gain a climbing speed of 40 feet.
- Your spell attack rolls and spell save DC receive a bonus of +2.
- You gain resistance to all types of damage.

Once your transformation ends, you become incapacitated until the end of your next turn, as your body recuperates from the intense transformation.

PATH OF THE MONSTROSITY

You chose to follow the Path of the Monstrosity, concentrating on using the blood to amplify yourself and your arcane ways.

BLOOD ARMOR

At 1st level, when you choose this path, you gain the ability to concentrate on forming armor made from your own blood. As a reaction, after taking damage, you can gain temporary hit points equal to the amount of damage taken. You can use this feature a number of times equal to your Constitution modifier. After completing a long rest, you regain all expended uses of this feature.

BLOOD DICE

At 1st level, you gain a number of d8s equal to your Fallen Mage level. These are called *Blood Dice*. When you make a damage roll for a spell, you can roll a number of your Blood Dice (up to a maximum of your Constitution modifier) and add the result to the damage. The dice increase to d10s at 6th level and d12s at 14th level.

You regain all of your Blood Dice after completing a long rest.

CONTROLLED GORE

At 6th level, you can use your action to spend *Blood Dice* (up to a maximum of your Constitution modifier) and create a ***Blood Blob***. The AC of this creature is 8 + your Constitution modifier, and its HP is equal to the total of your Blood Dice roll. You can control the Blood Blob using your bonus action within a range of up to 150 feet.

You can use this feature once per long rest.

At 14th level, as an action, you can provide it with blood from your own pool to increase both its current and maximum HP. Once its maximum HP surpasses a specific threshold, its size is considered one size bigger. It starts as Small, becomes Medium at 50 HP, Large at 100 HP, Huge at 150 HP, and Gargantuan at 200 HP. At Small size, its STR is 5, and for each increase in size, it gains a +5 bonus to strength.

ADVANCED TRANSFUSION

At 14th level, you can change the damage type of your *Arcane Transfusion* feature to any type of your choice, instead of being limited to necrotic.

BLOOD BLOB

Small ooze, unaligned

Armor Class 8 + Summoner's Constitution modifier
Hit Points ?
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	5 (-3)	10 (+0)	5 (-3)	5 (-3)	5 (-3)

Senses passive Perception 5
Languages None
Challenge 0 (25 XP)

My own blood. Your summoner can see through you.

ACTIONS

Blood Slam. *Melee Unarmed Attack:* +STR to hit, reach 5ft., one target. *Hit* ? (Blood Dice rolled on creation + STR)

BLOODY HELL

At 18th level, you can use your action to expend half of your current HP and a minimum of 10 of your Blood Dice to unleash a devastating ability known as *Bloody Maelstrom*, which lasts for a number of rounds equal to the Blood Dice spent.

You summon forth a swirling maelstrom of blood centered around you, wreaking havoc upon those caught within its grasp. The maelstrom forms a circular area with a radius of 10 feet. Any creature that begins its turn within this area must make a Constitution saving throw. On a failed save, they suffer 7d6 necrotic damage, 5d6 bludgeoning damage, and are knocked *prone*. On a successful save, they only take half damage.

Additionally, any creature located outside the maelstrom but within 10 feet of its edge and able to see the spell must make a Dexterity saving throw. If they fail this save, they are pulled up to 10 feet toward the center of the blood vortex.

PATH OF THE ARCANE

You have chosen to follow the Path of the Arcane, seeking to rekindle the once potent magic that you hold dear. by using your newfound knowledge you started on making new ways to make the era of magic better.

BLOOD MEMORY

At 1st level, when you use your action to cast a spell, you can use your bonus action to recast the same spell at its lowest possible level. However, it requires you to expend double the amount of hit points necessary for the second casting.

SANGUINE MANEUVERS

At 6th level, you gain the ability to augment spells in various ways. When you cast a spell by spending hit points, you can expend 1 of your hit dice to enhance its effects for that casting.

Blood Strings: If your ranged spell attack misses, you can expend the hit die to add half of the result (rounded down) to the attack roll.

Blood Clot: You have the power to thicken your enemies' blood, making it more difficult for them to succeed on their saving throw against your spell. By expending the hit die, you can add half of the result (rounded down) to your DC.

Cold Blooded: You can freeze the blood of your spell's targets, impeding their movement. By expending the hit die, you can reduce their movement speed by an amount equal to the result multiplied by 5. This reduction lasts for the next 3 rounds.

Blood Boiling: You can cause your enemies' blood to boil, dealing additional necrotic damage. By expending the hit die, you deal extra necrotic damage equal to the result.

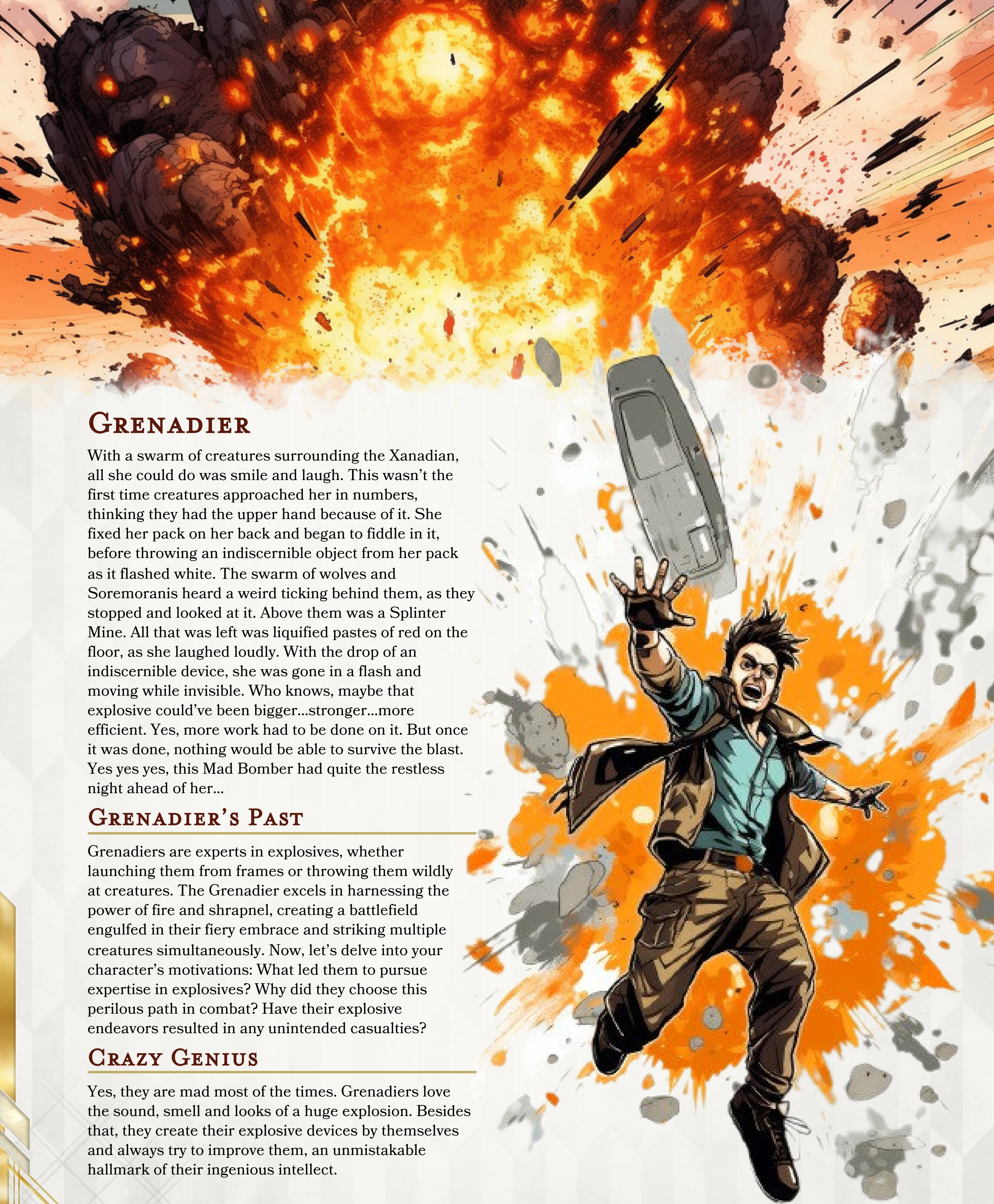
At 14th level, you can expend 2 hit dice, and at 18th level, you can expend up to 3 hit dice.

POTENT MAGIC

At 14th level, all your damaging spells now deal additional force damage equal to your Intelligence modifier. Additionally, you gain 3 additional hit dice.

WILL OF BLOOD

At 18th level, when you cast a spell, you have the option to double its HP cost for that casting. If you choose to do so, the spell will deal maximum damage. You can use this feature a number of times per long rest equal to your Intelligence modifier.



GRENADIER

With a swarm of creatures surrounding the Xanadian, all she could do was smile and laugh. This wasn't the first time creatures approached her in numbers, thinking they had the upper hand because of it. She fixed her pack on her back and began to fiddle in it, before throwing an indiscernible object from her pack as it flashed white. The swarm of wolves and Soremoranis heard a weird ticking behind them, as they stopped and looked at it. Above them was a Splinter Mine. All that was left was liquified pastes of red on the floor, as she laughed loudly. With the drop of an indiscernible device, she was gone in a flash and moving while invisible. Who knows, maybe that explosive could've been bigger...stronger...more efficient. Yes, more work had to be done on it. But once it was done, nothing would be able to survive the blast. Yes yes yes, this Mad Bomber had quite the restless night ahead of her...

GRENADIER'S PAST

Grenadiers are experts in explosives, whether launching them from frames or throwing them wildly at creatures. The Grenadier excels in harnessing the power of fire and shrapnel, creating a battlefield engulfed in their fiery embrace and striking multiple creatures simultaneously. Now, let's delve into your character's motivations: What led them to pursue expertise in explosives? Why did they choose this perilous path in combat? Have their explosive endeavors resulted in any unintended casualties?

CRAZY GENIUS

Yes, they are mad most of the times. Grenadiers love the sound, smell and looks of a huge explosion. Besides that, they create their explosive devices by themselves and always try to improve them, an unmistakable hallmark of their ingenious intellect.

RACIAL PREREQUISITES

All races are able to chose the path of a Grenadier without exceptions. It is up to you to create the best fitting background for your character.

THE GRENADIER

Level	Proficiency Bonus	Features	Detonators
1st	+2	Detonators, Explosive Checks, Bomb-Resistant Armor, Explosive Devices	3
2nd	+2	Sticky Bombs	3
3rd	+2	Grenadier Expertise	4
4th	+2	Ability Score Improvement	4
5th	+3	Technical Control	4
6th	+3	Expertise Rewards	5
7th	+3	More Detonators!	5
8th	+3	Ability Score Improvement	5
9th	+4	Explosive Momentum	6
10th	+4	Explosive Jump	6
11th	+4	Expertise Rewards	6
12th	+4	Ability Score Improvement	7
13th	+5	More Detonators!	7
14th	+5	Expertise Rewards	7
15th	+5	Engineer's Goggles	8
16th	+5	Ability Score Improvement	8
17th	+6	More Detonators!	8
18th	+6	Expertise Rewards	9
19th	+6	Ability Score Improvement	9
20th	+6	Tracking Bombs, More Detonators!	10

CLASS FEATURES

As a Grenadier you gain the following class features:

HIT POINTS

Hit Dice: 1d8 per Grenadier level
Hit Points at 1st level: 8 + Constitution modifier
Hit Points at Higher Levels: 1d8 (or 8) + Constitution modifier per Grenadier level after 1st

PROFICIENCIES

Armor: Light Armor, Shields
Weapons: All melee weapons, Two-Handed Ranged Weapons
Tools: Hacking Tools, Tinker's Tools

Saving Throws: Strenght, Dexterity
Skills: Choose 3 from Acrobatics, Arcana, Athletics, Technology, Investigation, Perception, Sleight of Hand and Survival

EQUIPMENT

You start with the following equipment:

- *(a)* 1 x Iron Handaxe and 1 x Iron Shield **or** *(b)* 1 x Laser Rifle and 45 x Energy Cells
- Tinker's Tools
- Leather Suit

DETONATORS

As a Grenadier, you have expertise in explosions and fragmentation devices. As you become more accustomed to explosives, you decide to delve deeper into experimenting with devices and their explosive capabilities. Starting at 1st level, you gain 3 Detonators.

RESTORING DETONATORS

Whenever you take a rest, you can tinker with your Tinker's Tools to create additional Detonators. During a short rest, you can roll 1d2 and restore that many Detonators. On a long rest, you can work until you are fully stocked up with Detonators.

EXPLOSIVE CHECKS

Like spells and ranged attacks, Explosive Devices can miss their direct targets, or sometimes, just not reach. You may throw an Explosive Device as an attack action.

When you throw an explosive to a creature, make an explosive attack against it. On a hit, the creature automatically fails the explosive's save. On a miss, use a d8 for direction and how far it goes away from its target by how much you missed by (5 feet per difference of the attack roll and the target's AC).

If you target a location in range instead of a creature, make an explosive attack against an AC of 10. On a miss, follow the same procedure as missing against a creature.

Explosive save DC = 8 + your proficiency bonus + your Dexterity Modifier

Explosive attack modifier = your proficiency bonus + your Dexterity Modifier

Throw Distance = 20 + (5 x Strength) feet, and up to 3 times that distance with disadvantage

BOMB-RESISTANT ARMOR

Starting at 1st level, being so close to explosives, you know how dangerous they can be. As such, you come prepared for them. While wearing Light Armor, you add 2 to your AC and if you would take damage from one of your own explosive devices, you only take half of that damage.

EXPLOSIVE DEVICES

At level 1, you are equipped with the following explosive devices:

DYNAMITE

Common Explosive Device

Blast Radius: 10 feet
Detonators: 1

All creatures in radius make a dexterity saving throw against your explosive save. On a fail, they take 2d6 explosion damage. On a success, they take 1d6 force damage. The damage is increased by 1d6 at 5th, 10th and 15th level.

FLASHBANG

Common Explosive Device

Blast Radius: 5 feet
Detonators: 1

All creatures in radius make a constitution saving throw against your explosive save. On a success, they take 1d6 thunder damage. On a fail, they take 1d6 thunder damage and become *Blinded* for 1 minute. At start of their turn, they can repeat the Constitution Save to end the blindness effect. The damage is increased by 1d6 at 6th, 13th and 17th level.

FIRE BOMB

Common Explosive Device

Blast Radius: 10 feet
Detonators: 1

All creatures in radius make a dexterity saving throw against your explosive save. On a fail, they take 1d6 explosion Damage. On a success, they take half damage. For the next 2 turns, any creature that starts it's turn in the blast radius or enters it, take 1d6 fire Damage. The initial explosion damage is increased by 1d6 at 5th, 10th and 15th level.

STICKY BOMBS

You learn to attach a sticky coating to your explosive devices, turning them into timed bombs. Starting at 2nd level, you can make a melee weapon attack roll to affix an explosive device onto a creature within melee range or a surface. If a new creature enters the blast radius of the device, it will detonate. If the creature did not detect the explosive, they have disadvantage on their saving throw against the explosion. You have the ability to detonate the explosive device as a bonus action at any time, as long as you are within 150 feet of it.

ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

TECHNICAL CONTROL

Starting at 5st level, you begin to tinker more forms of explosives, using other materials instead of fragmentation or explosives. You learn 3 more types of Explosive Devices:

SMOKE BOMB

Common Explosive Device

Blast Radius: 10 feet
Detonators: 1

Attacks made in or into the smoke cloud are made with disadvantage. Creatures with *True Sight* or creatures that don't rely on seeing, are unaffected by this effect.

GLUE BOMB

Common Explosive Device

Blast Radius: 10 feet
Detonators: 1

All creatures within the radius take 1d6 force damage, and the area affected by the blast becomes difficult terrain. Any creature caught in the blast radius must make a Strength saving throw against your explode save. On a failed save, the creature becomes "restrained." A creature can attempt a Strength saving throw at the beginning of its turn to remove the restrained condition.

CONCUSSION GRENADE

Common Explosive Device

Blast Radius: 5 feet
Detonators: 1

All creatures in radius take 1d6 thunder damage and must make a Constitution Saving Throw against your explode save. On a failed save, the creature is *stunned* until the end of its next turn. A creature cannot be stunned this way more than once per combat.

MORE DETONATORS!

Beginning at 7th level, during a short rest, you can now roll 1d4 (up from 1d2), and restore that many Detonators. The die increases by 2 at 13th (1d6), 17th (1d8) and 20th (1d10) level.

EXPLOSIVE MOMENTUM

Starting at 9th level, after using a detonator, you may take the Dash action as a bonus action until the end of your next turn.

EXPLOSIVE JUMP

Starting at 10th level, you become immune to any explosive device's damage you throw. Additionally, after being affected by your own explosive device you can jump up to 30 feet in the air, using your movement, and make a weapon attack as a bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again.

ENGINEER'S GOGGLES

At level 15, you can create and wear your special goggles. While you wear them you gain a *Darkvision* of 60 feet. If you lose your goggles, you may spend 500 Talons and 5 hours to create them again.

TRACKING BOMBS

At 20th level, when you throw an Explosive Device at an enemy, you can expend 1 Detonator to gain a +10 bonus to the attack roll. If the attack hits, you can add your Grenadier level to the damage roll. You can use this feature a number of times equal to your dexterity modifire per long rest.

PYROMANIAC EXPERTISE

FIRE! BURN THE AREA TO THE GROUND! An expertise based on massive fire damage.

PYRO BOMBS

At level 3, your explosives are mixed with napalm and chemicals made for spreading fire. You can use the *Fire Bomb* Explosive Device without expending a Detonator.

PYROMANIAC'S LUST

At 6th level, you gain the following feature and **learn one** of the following explosive devices:

HEAVY COATING

You gain resistance to fire damage and you are immune to any fire damage dealt by your own sources.

THERMITE CHARGE

Rare Explosive Device

Blast Radius: 5 feet
Detonators: 2

All creatures in radius must succeed on a Dexterity saving throw against your explosive save or take 4d6 fire damage. When a creature starts it's turn in the radius or enters it, you can must repeat the effect for it. Lasts for 2 of your turns. This damage increases by 2d6 at 10th, 15th, and 20th levels.

FIRE WHEEL

Rare Explosive Device

Blast Radius: 10 feet
Detonators: 2

All creatures in radius must succeed on a Dexterity saving throw or take 3d8 fire damage. When a creature starts it's turn in the radius or enters it, you can must repeat the effect for it. Lasts for 2 of your turns. This damage increases by 1d8 at 10th, 15th, and 20th levels.

FIRE TUNING

At 11th level, you have discovered methods to enhance the potency of your fiery explosives. Your Explosive Devices now ignore any resistance to fire damage, and you gain the ability to add your Dexterity modifier when rolling for damage with Explosive Devices that inflict fire damage.

PYROMANIAC'S MASTERY

At 14th level, you gain the following feature and **learn two** of the following explosive devices:

NAPALM EXPLOSIVES

Your insatiable desire to engulf the world in flames has led you to develop even more potent fire explosives. Your Explosive Devices, that deal fire damage, now last for twice their duration. Additionally, you acquire the following new Explosive Devices:

NAPALM BOMB

Legendary Explosive Device

Blast Radius: 30 feet long, 5 feet wide
Detonators: 3

All creatures in radius must succeed on a Dexterity saving throw or take 7d8 fire damage. When a creature starts it's turn in the radius or enters it, you can must repeat the effect for it. Lasts for 3 of your turns. This damage increases by 4d8 at 20th level.

IMMOLATION BOMB

Legendary Explosive Device

Blast Radius: 5 feet
Detonators: 3

All creatures in radius must succeed on a Dexterity saving throw or take 10d6 fire damage and become burned. A burned creature must repeat the save on the beginning of each of its turns. On a failed save, the burned creature takes 5d6 fire damage. On a successful save, the effect on it ends. The initial damage increases by 5d6 at 20th level.

PYROMANIAC'S RAMPAGE

At 18th level, your fiery presence becomes renowned across the world, and even setting yourself ablaze becomes a flawless tactic for spreading your flames. You can ignite your armor as a bonus action, causing 3d6 fire damage to any creature that approaches within 10 feet of you or begins their turn within 10 feet of you. Furthermore, you gain the ability to throw the next 3 rare or common Explosive Devices that deal fire damage, without expending a Detonator. This heightened state remains active for 1 minute before the fire eventually extinguishes.

After utilizing this feature, you must complete a long rest before you can employ it again.

MAD BOMBER EXPERTISE

You are recognized for large bombs that use a lot more detonators than usual, but they do a lot more damage. You are seen as insane, due to your obsession with large bombs, but they just don't understand...

MINES FOR DAYS

At 3rd level, as a Mad Bomber, your bombs serve multiple roles as traps and potent explosives. When you miss with an explosive device, you can render it invisible and set it to wait in ambush. An invisible bomb can be discovered with a successful DC 20 Investigation check. If a new creature enters the blast radius of the explosive device, the bomb will detonate, causing the creature to automatically fail the explosive device's saving throw against its DC.

MAD BOMBER'S LUST

At 6th level, you gain the following feature and **learn one** of the following explosive devices:

BOMB ADDICTION

Whenever an Explosive Device hits a creature, you can throw another bomb as part of the same action. You can use this feature once per turn.

CLUSTER BOMB

Rare Explosive Device

Blast Radius: 10 feet
Detonators: 2

All creatures in radius must make a Dexterity saving throw. A creature takes 3d6 bludgeoning damage on a failed save or half damage on a successful one. After this bomb goes off, 3 more are created around it that deal 1d6 bludgeoning damage in a 5 feet radius. The initial damage increases by 1d6 at 10th, 15th and 20th level.

MORTAR FIRE

Rare Explosive Device

Blast Radius: 20 feet
Detonators: 2

All creatures in radius must make a Dexterity saving throw. A creature takes 2d6 fire damage and 3d6 bludgeoning damage on a failed save or half damage on a successful one. The fire damage increases by 2d6 at 10th, 15th and 20th level.

SLIPPERY ESCAPE

At 11th level, you possess the keen ability to anticipate danger and strategically escape. As a reaction to an incoming attack, you can expend 1 Detonator to increase your AC by 5. If the attack fails to hit, you may also take the Disengage action and move up to half your movement speed, as part of the same reaction. This feature can be used a number of times equal to your Dexterity Modifier (minimum 1) per long rest, and up to 2 times per combat encounter.

MAD BOMBER'S MASTERY

At 14th level, you gain the following feature and **learn two** of the following explosive devices:

MINE TRANSMAT

When you throw an explosive device at a creature, you may expend 1 Detonator to gain a +7 bonus to the attack roll.

SPLINTER MINE

Legendary Explosive Device

Blast Radius: 60 feet
Detonators: 3

All creatures in radius must make a Dexterity saving throw. A creature takes 10d6 piercing damage on a failed save or half damage on a successful one. The piercing damage increases by 5d6 at 20th level.

ABOMINATION BOMB

Legendary Explosive Device

Blast Radius: 30 feet
Detonators: 3

After 2 rounds, all creatures in radius must make a Dexterity saving throw. A creature takes 10d6 explosion damage and 10d6 thunder damage on a failed save or half damage on a successful one. The explosion damage increases by 5d6 at 20th level.

HOLOCAUST

At 18th level, your explosive devices are crafted with meticulous precision, leaving no hope of survival for those caught in their destructive path. Whenever you inflict damage upon at least two creatures using one of your explosive devices, you have the option to expend 2 detonators. By doing so, you can double the damage dealt.

AIRBORNE EXPERTISE

The Airborne Expertise is a master of aerial combat, utilizing *Jump Jets* and *Air Superiority* to rain explosives from the skies, while remaining untethered to the ground.

JUMP JETS

At 3rd level, as an action, you can activate your Jump Jets, which are installed on your back, allowing you to jump up to 30 feet in the air. You can then remain airborne, strafing in any direction, for up to 3 minutes before you need to land. While in mid-air, you can move at half of your normal walking speed in any upward, downward, left, or right direction. This feature requires concentration, similar to a spell. You can use this feature a number of times equal to your proficiency bonus per long rest.

AIRBORNE GRENADIER'S LUST

At 6th level, when you adopt this path, you gain the following feature and **learn one** of the following explosive devices:

AIR SUPERIORITY

Being airborne starts to feel more comfortable for you in combat, rather than being on the ground. If you strike a creature directly with an explosive device while in mid-air, you have the ability to add your strength modifier to the damage roll.

ROCKET BLAST

Rare Explosive Device

Blast Radius: 5 feet
Detonators: 2

All creatures in radius must make a Dexterity saving throw. A creature takes 4d8 explosion damage on a failed save or half damage on a successful one. If this attack missed by 2 or more, the damage is halved. The explosion damage increases by 1d8 at 10th, 15th and 20th level.

Force Bomb

Rare Explosive Device

Blast Radius: 5 feet
Detonators: 0

All creatures within the radius must make a Constitution saving throw. On a failed save, they are launched 15 feet in the opposite direction of where this bomb landed and become prone. On a success, they are pushed only 5 feet. The launched range increases by 5 feet at 10th, 15th, and 20th level.

Air Maneuver

At 11th level, as the concern of being knocked out of the sky arises, you start honing maneuvers to counter airborne assaults. When targeted by a ranged attack while in mid-air, you can react by expending 1 Detonator to make an Acrobatics check with advantage against the attack roll. If you succeed, the attack is treated as a miss. You can use this ability up to two times before taking a short rest.

Airborne Grenadier's Mastery

At 14th level, you gain the following feature and **learn two** of the following explosive devices:

Justice From Above

When you hit a creature with an explosive device while airborne, you can add an additional 2d8 bludgeoning damage to the attack roll. You may use this feature once per round. At 20th level, this bonus increases to 4d8.

Rocket Barrage

Legendary Explosive Device

Blast Radius: 5 feet
Detonators: 3

You fire a barrage of rockets. All creatures in radius must make a Dexterity saving throw. A creature takes 7d6 explosion damage on a failed save or half damage on a successful one. The explosion damage increases by 3d6 at 20th level.

Poison Bomb

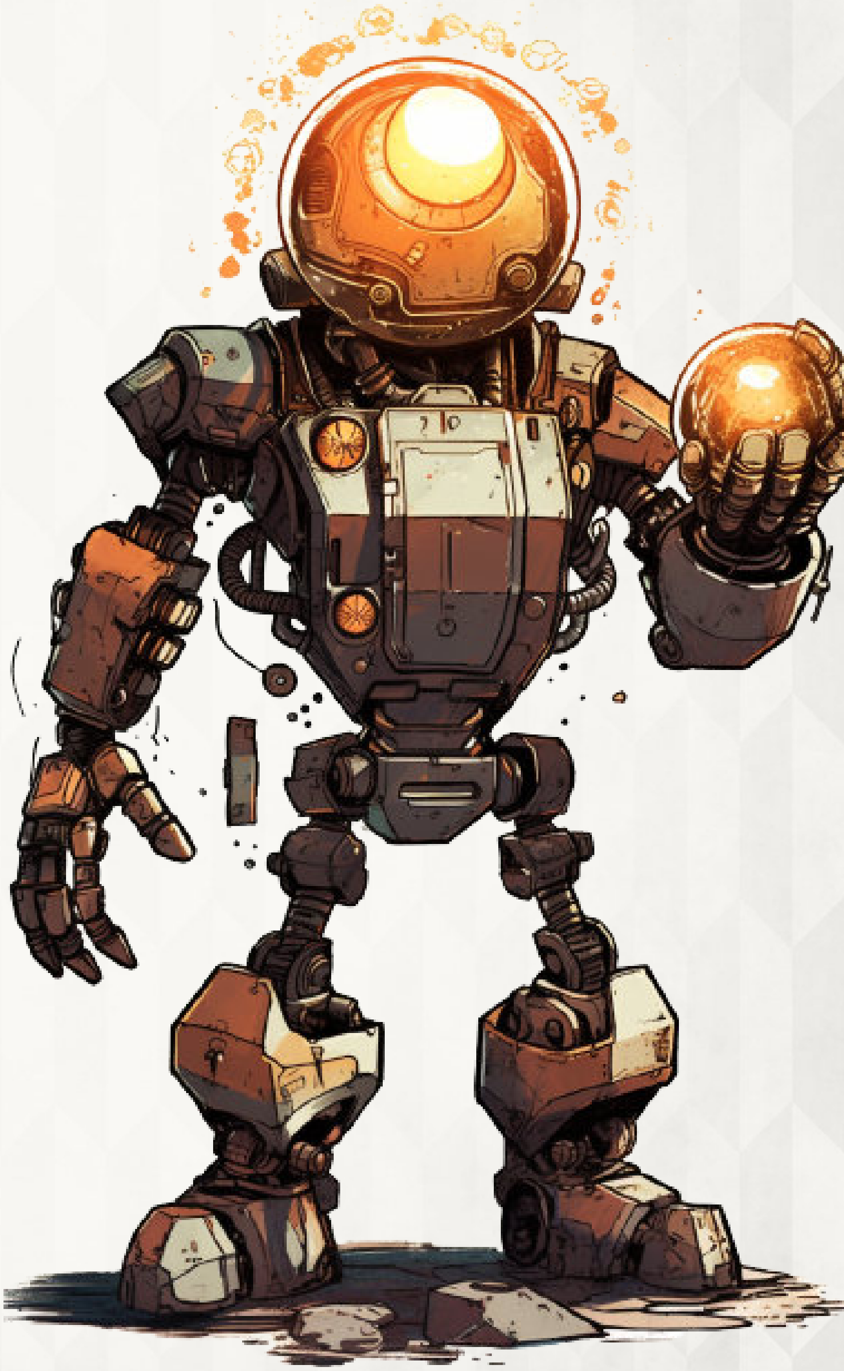
Legendary Explosive Device

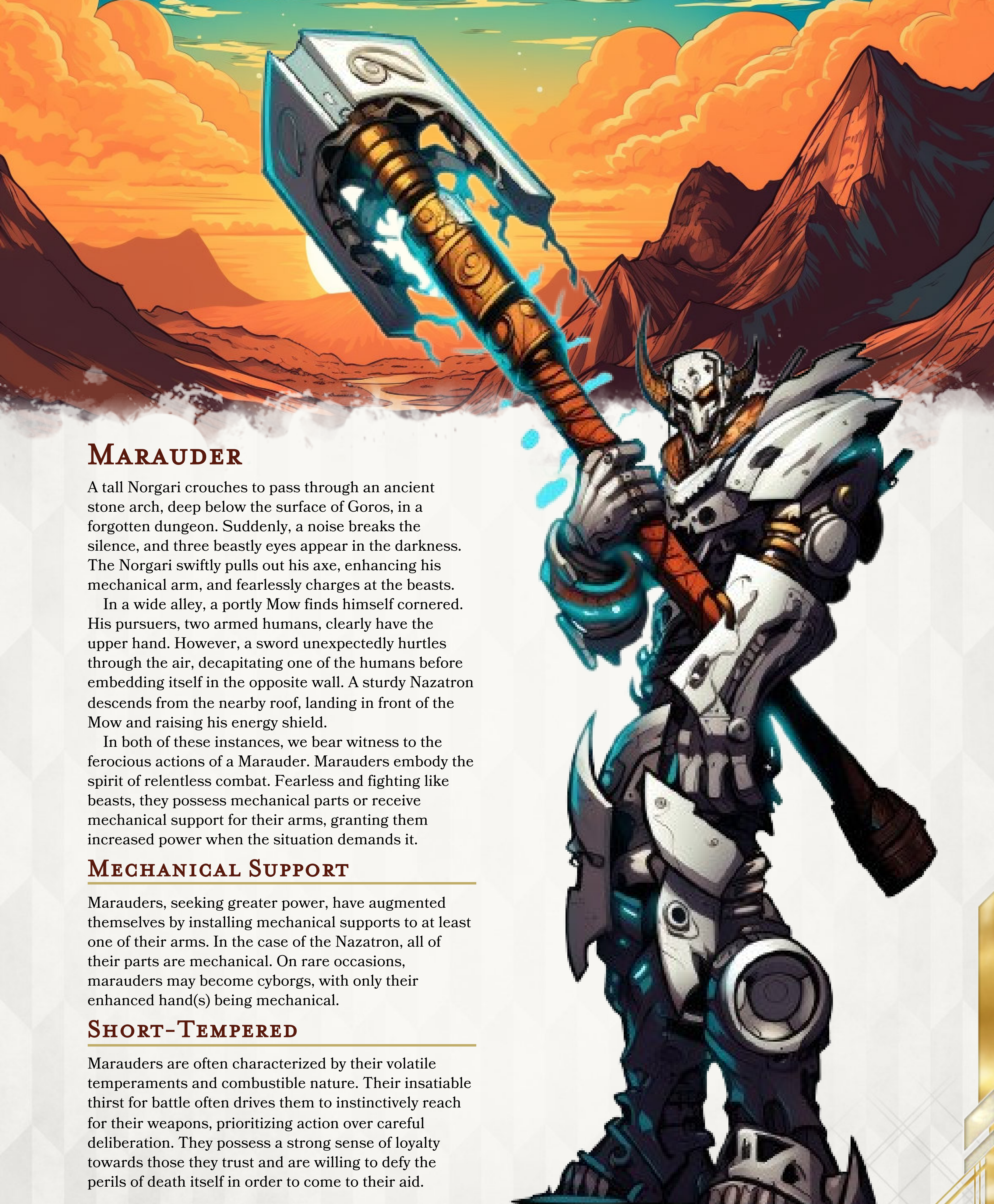
Blast Radius: 15 feet
Detonators: 3

All creatures in radius take 4d8 poison damage must make a Constitution saving throw. On a failed save, the affected creature becomes *poisoned* for 1 minute. The poison damage increases by 3d6 at 20th level.

Like a Hawk

At level 18, you embody the grace and agility of a hawk soaring through the sky, never needing to touch the ground. While strafing in air, you can now move up to your walking movement speed upwards, downwards, left or right. *Jump Jets* are no longer treated like a concentration spell and you may remain in the air for up to 10 minutes before having to land. Additionally, , for every 2 minutes spent airborne, you regain 1 Detonator.





MARAUDER

A tall Norgari crouches to pass through an ancient stone arch, deep below the surface of Goros, in a forgotten dungeon. Suddenly, a noise breaks the silence, and three beastly eyes appear in the darkness. The Norgari swiftly pulls out his axe, enhancing his mechanical arm, and fearlessly charges at the beasts.

In a wide alley, a portly Mow finds himself cornered. His pursuers, two armed humans, clearly have the upper hand. However, a sword unexpectedly hurtles through the air, decapitating one of the humans before embedding itself in the opposite wall. A sturdy Nazatron descends from the nearby roof, landing in front of the Mow and raising his energy shield.

In both of these instances, we bear witness to the ferocious actions of a Marauder. Marauders embody the spirit of relentless combat. Fearless and fighting like beasts, they possess mechanical parts or receive mechanical support for their arms, granting them increased power when the situation demands it.

MECHANICAL SUPPORT

Marauders, seeking greater power, have augmented themselves by installing mechanical supports to at least one of their arms. In the case of the Nazatron, all of their parts are mechanical. On rare occasions, marauders may become cyborgs, with only their enhanced hand(s) being mechanical.

SHORT-TEMPERED

Marauders are often characterized by their volatile temperaments and combustible nature. Their insatiable thirst for battle often drives them to instinctively reach for their weapons, prioritizing action over careful deliberation. They possess a strong sense of loyalty towards those they trust and are willing to defy the perils of death itself in order to come to their aid.

RACIAL PREREQUISITES

All races are able to chose the path of a Marauder without exceptions. It is up to you to create the best fitting background for your character.

THE MARAUDER

Level	Proficiency Bonus	Features	Overdrive / Rancor
1st	+2	Unarmored Defense, Fighting Style	–
2nd	+2	Strength from Pain	–
3rd	+2	Marauder's Path	3
4th	+2	Ability Score Improvement	3
5th	+3	Extra Attack (1), Path Feature	3
6th	+3	Rip and Tear	3
7th	+3	Path Feature	4
8th	+3	Ability Score Improvement, Battle-Hardened Endurance	4
9th	+4	Path Feature	4
10th	+4	Breath of Battle	4
11th	+4	Path Feature	5
12th	+4	Ability Score Improvement	5
13th	+5	Extra Attack (2), Intimidating Presence	5
14th	+5	Path Feature	5
15th	+5	Unyielding Body	6
16th	+5	Ability Score Improvement	6
17th	+6	Unbreakable Will	6
18th	+6	Path Feature	6
19th	+6	Ability Score Improvement	7
20th	+6	Discharge	7

CLASS FEATURES

As a Marauder you gain the following class features:

HIT POINTS

Hit Dice: 1d12 per Marauder level
Hit Points at 1st level: 12 + Constitution modifier
Hit Points at Higher Levels: 1d12 (or 7) + Constitution modifier per Marauder level after 1st

PROFICIENCIES

Armor: Shields
Weapons: Simple weapons, martial weapons
Tools: None

Saving Throws: Strenght, Constitution
Skills: Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, Technology and Survival

EQUIPMENT

You start with the following equipment:

- *(a)* one simple weapon and an energy shield or *(b)* one martial weapon
- *(a)* 4 x titanium javelins or *(b)* one martial weapon
- *(a)* a explorer's pack or *(b)* a dungeoneer's pack
- a trophy from a slain adversary

MARAUDER DC

Whenever this class refers to a Marauder save DC you use the formula below to calculate it.

Marauder save DC = 8 + your proficiency bonus + your Strength modifier

UNARMORED DEFENSE

Starting at 1st level, while you are not wearing any armor, your AC equals 10 + your Constitution modifier + your Strength modifier. You can use a shield and still gain this benefit.

FIGHTING STYLE

Also at 1st level, you adopt a particular style of fighting as your specialty. Choose one of the following options that best suits your Marauder's nature:

Great Weapon Fighting: When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Two-Weapon Fighting: When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Obstruction: Before the outcome of the roll is determined, you can use your reaction to gain a +2 bonus to your Armor Class against that attack, potentially causing the attack to miss. You must have a weapon with the heavy property or shield in your hand to use this.

Protection: When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

STRENGTH FROM PAIN

Starting at 2nd level, when a creature deals damage to you, you can use your reaction to store that damage as anger. On your next turn, as a bonus action, you can deal additional damage on your next successful melee attack equal to half the damage you stored. This damage can only apply to the target that dealt that damage to you. You can use this feature a number of times equal to your Constitution modifier and you regain all expanded uses once you finish a long rest.

MARAUDER'S PATH

At 3rd level, a Marauder defines his call to battle by either the *Path of Anger* or the *Path of Endurance*.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 13th level in this class.

RIP AND TEAR

Starting at 6th level, all forms of defense feel the effect of your onslaught. Whenever you successfully make two melee weapon attacks against the same creature on the same turn, the target receives a -1 penalty to their Armor Class.

This penalty can stack, to a maximum penalty equal to half your proficiency bonus rounded down. A creature with natural armor is no longer under the effect of this feature when they are healed to their hit point maximum. Magic armor is unaffected by this feature unless the weapon damage is also magical. Finally, this feature cannot reduce a target below 10 + the targets Dexterity modifier.

BATTLE HARDENED ENDURANCE

Starting at 8th level, when you make a Constitution saving throw and the result is less than your Constitution score, you can use that score in place of the total.

You may do this a number of times equal to your proficiency bonus. You regain expanded uses of this feature when you complete a long rest.

BREATH OF BATTLE

You live, breathe, and thrive in the heat of combat. Starting at 10th level, you have advantage on your initiative rolls.

INTIMIDATING PRESENCE

Starting at 13th level, your presence alone is enough to break both man and monster, triggering their most primal instinct, fight or flight. You gain proficiency in the Intimidation skill. If you are already proficient with the Intimidation skill, you may add double your proficiency bonus to the check, instead of your normal proficiency bonus. In addition, when you make an Intimidation check against a creature within 30 feet, you may attempt to instil fear in the target creature. It must succeed on a Wisdom saving throw against your Intimidation check or become *frightened* of you for 1 minute. A frightened creature may repeat their save at the end of their turn, ending the condition on a success.

You may intimidate creatures this way a number of times equal to your Charisma modifier (with a minimum of 2 per long rest) and regain all expanded uses when you complete a long rest.

Unyielding Body

Starting from 15th level, your Strength score, Constitution score, and hit point maximum cannot be reduced. In addition, you may reduce your exhaustion level by 1 per long rest.

Unbreakable Will

Your experience on countless battlefields has made you as wise as you are strong, especially when confronting some of the most potent of magical effects. At 17th level, you gain proficiency in Wisdom saving throws.

Discharge

Starting from when you reach 20th level, when you gain a failed death save or are outright killed, you may immediately stand up if prone and make a single attack. This attack gains a range of 120 feet, advantage and deals its normal damage plus the value of your *Blood Pool* before you were downed, or the number of temporary hit points you gain from entering your *Rancor*.

Whether it is the strength of your mechanical parts behind your last blow, or the hatred inside you, the bones and muscles in your body shatter and tear, and your mechanical parts stop functioning as you fall prone, and die. Any magic that would bring you back life does so, however, you are brought back with six levels of exhaustion, your body, mind, and soul pushed far past what any normal mortal would be capable of.

Path of Anger

Upon choosing this path, you become a Marauder of great strength, through the additional power granted to you by the advanced technology installed in your body.

Overdrive

At level 3, on your turn, you can enter what is called *Overdrive*, as a bonus action. During Overdrive, you gain the following benefits if you aren't wearing heavy armor:

- You can ignore the two-handed weapon property on weapons, allowing you to wield two-handed weapons in one hand. In addition, when using two weapon fighting you are no longer limited to light weapons. Your Strength score must be at least 17 and you must be proficient in both weapons in order to gain these benefits.
- You strike best when your target is prone. When you make a successful melee attack against a prone creature you can treat the attack as if it was a critical hit.
- When you take damage, you reduce the damage by half (rounded down), while the remaining half (rounded up) is stored in a **Blood Pool**. At the end of your Overdrive, you suffer damage equal to the value of your Blood Pool. However, if your Overdrive ends and your Blood Pool is less than your maximum hit points, the damage from it cannot reduce your hit points below 1. When you receive magical or other forms of healing and your Blood Pool is not zero, the value of your Blood Pool decreases by the number of hit points recovered until it reaches zero. Once it reaches zero, you can start regaining hit points normally. Any excess healing points beyond this are added to your current hit points. If the remaining damage from your Blood Pool would normally kill you, you must make a single death saving throw. Succeeding on the saving throw stabilizes you at 0 hit points, but failing it results in death as usual.
- When you use your *Strength from Pain* feature, the bonus damage you deal with it reduces the value of your Blood Pool by an equivalent amount to a minimum of 0.

If you are able to cast spells, you can't cast them or concentrate on them during Overdrive. Your Overdrive lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end Overdrive on your turn as a bonus action. Once you have entered Overdrive a number of times shown for your Marauder level in the *Overdrive / Rancor* column of the Marauder table, you must finish a long rest before you can enter Overdrive again.

Killer Instincts

At level 5, you gain the following abilities while in Overdrive:

- You have advantage on Wisdom (Perception) checks.
- You have advantage on Wisdom (Survival) checks to track any creature with blood that is not at their hit point maximum.
- On your turn, you have advantage on your first attack roll against creatures, if at least one of your allies are within 5 feet of the creature and that ally isn't incapacitated.

Agility

At level 7, during Overdrive, you are a continuous blur of motion in battle as you cleave through your opponents. Your speed increases by 10 feet while in Overdrive. This bonus increases to 20 feet at 11th level and increases again to 30 feet at 18th level. In addition, you have advantage on Dexterity saving throws during Overdrive, provided you are not blinded, deafened, or incapacitated.

Go for the Throat

At level 9, your primal savagery and unrelenting assaults break through even the strongest of bulwarks. During Overdrive, your melee weapon attacks score a critical hit on a roll of 19 or 20.

Primal Fear

At level 11, if you reduce a creature to 0 hit points while in Overdrive, you can unleash a bone-chilling howl as a reaction. All hostile creatures within 30 feet of you must make a Charisma saving throw against your Marauder save DC. On a failed save, hostile creatures, flinch and are *paralyzed* with fear until the end of your next turn or until they take damage.

Once used, you must complete a short or long rest before you can use this feature again.

Infinite Duress

At level 14, during Overdrive, you can momentarily lose yourself, pushing beyond your normal limits. When you take the attack action on your turn, you can make one additional Attack action as if you had an additional action on top of your regular action. This allows you to make twice as many attacks as you normally would, not including bonus actions. The moment you use this feature you become almost feral in your style of fighting, drooling and howling as you beat your opponent down with the sole focus on killing them.

This state of mind lasts until your Overdrive ends, you slay a creature or you fall unconscious. You must finish a long rest before you can use this feature again.

Assemble Wolves

At 18th level, while in Overdrive and as an action, you can activate a hidden compartment within one of your mechanical parts. Four mechanical balls leap out, swiftly moving to unoccupied spaces within 60 feet of you. They undergo a rapid transformation, morphing into fully-realized **Mechanical Wolves**.

Roll initiative for the group of wolves as a whole, granting them their own turn. They carry out any verbal instructions you give them. Additionally, they gain a damage bonus equal to twice your proficiency bonus.

These mechanical wolves are destroyed when they drop to 0 hit points or after 1 hour has passed. Once you use this feature you can't use it again until you complete a long rest.

Mechanical Wolf

Medium construct, neutral evil

Armor Class 13 (Natural Armor)
Hit Points 75(10d10 + 20)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +3
Damage Immunities Poison, Necrotic
Senses Passive Perception 15
Languages None
Challenge 3 (700 XP) **Proficiency Bonus** +2

Installed Radar. The mechanical wolf has advantage on Wisdom (Perception) checks for anything within 200 feet. This can pass through obstacles.

Pack Tactics. The mechanical wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Electric Breath (Recharge 5-6). The mechanical wolf exhales a blast of electricity in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much damage on a successful one.

PATH OF ENDURANCE

Upon choosing the Path of Endurance, you have chosen a more defensive aproach to battle.

RANCOR

At level 3, you've tapped into a deep well of strength and power. On your turn, you can enter *Rancor* as a bonus action. During Rancor, you gain the following benefits if you aren't wearing heavy armor:

- You gain temporary hit points equal to three times your Marauder level, adding your Constitution modifier to the total. At 10th level, this increases to ten times your Berserker level.
- While you are not wearing any armor, your Armor Class equals 12 + your Constitution modifier + your Charisma modifier. You can use a shield and still gain this benefit.
- You have advantage on all Strength checks that involve grappling.

If you are able to cast spells, you can't cast them or concentrate on them during Rancor. Your Rancor lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. Ending this effect early causes a level of exhaustion. You cannot end your Rancor otherwise and once it ends you cannot re-enter a Rancor for 1 minute. Once you have entered a Rancor the number of times shown for your Marauder level in the Overdrive/Rancor column of the Marauder table, you must finish a long rest before you can enter a Rancor again.

INTERVENTION

At level 5, when a hostile creature you can see takes an Attack action against an ally, as a reaction you may move up to twice your movement towards the hostile creature, knocking them back 5 feet and interposing yourself between them and your ally. Then, the attacking creature's initial attack targets you, and it makes its attack roll, if any, with advantage. Additionally, your speed is reduced to 0 until the end of your next turn, and you cannot benefit from any bonus to your speed. You have resistance to damage from any opportunity attacks made against you while using this feature. You can use this feature a number of times equal to your Constitution modifier (minimum of 1) and regain all expanded uses when you complete a long rest.

MOCKING BELLOW

At level 7, during Rancor and as an action, you can taunt all hostile creatures within a 30-foot cone. All hostile creatures must make a Charisma saving throw against your Marauder save DC. On a failed save, they must use their reaction to move up to their speed towards you and for 1 minute they have disadvantage on attacks against anyone other than you. Any affected creatures can remake their save each time they take damage from you. This effect ends early if Rancor ends. Creatures that are immune to the *charmed* condition are immune to this feature.

Once used you must complete a short or long rest before you can use this feature again.

TITAN'S STANCE

At level 9, during Rancor and as an action, you can become resistant to all damage types and delay all negative effects applied to you until after your stance ends, such as conditions. In addition, half of damage dealt to any ally within 10 feet is transfered to you.

This stance lasts a number of rounds equal to your Charisma modifier (minimum of 1) during which time you cannot attack or move, however, you may end it early at the beginning of your turn.

Once used you cannot use it again until you complete a long rest.

ENDLESS ENERGY

At level 11, while on the border of life and death you can feel the endless energy from your mechanical parts bringing forward strength. When your hit points are reduced to 0, during Rancor, you regain 1 hit point and gain half the temporary hit points (rounded down) you would usually get when entering a Rancor. Doing this extends the duration of Rancor as if you had just entered one. These temporary hit points last until depleted or Rancor ends.

If you don't have any uses of Rancor left when this feature would trigger, it doesn't.

You must finish a long rest before you can use this feature again.

HARD AS METAL

At level 14, whenever you take more than 50 damage, you may, instead of taking that damage, take 50 irreducible typeless damage.

You can use this feature a number of times equal to your Constitution modifier.

UNDYING REGENERATION

At level 18, during Rancor, at the start of each of your turns, you regain hit points equal to twice your Constitution modifier as long as you have at least 1 hit point remaining. In addition, when not in Rancor, severed mechanical arms or legs, can be restored during a short or long rest, at the cost of a level of exhaustion and 1 use of Rancor per each severed part.

MENDER

The fight seems lost. “Maybe coming to this vast jungle wasn’t a good idea after all,” the slim S’Quolian thought. But then, Faulon answered her prayers, and holy energy surged through her body. Light radiated from her hands, enveloping her allies’ hearts with warmth and revitalizing them.

Bullets! So many bullets! With a swift motion, the young male human twisted his arms, conjuring a sphere of pure energy that encased him. The bullets collided with the sphere and fell harmlessly to the ground. He then extended his arms, unleashing a powerful wave of energy that sent his adversaries flying.

In both of these instances, we bear witness to a Mender in action. Menders are beings blessed with the power to heal wounds and cleanse ailments with a single touch. These compassionate healers traverse the world, aiding the injured and the sick, utilizing their exceptional medical abilities.

MAGICAL HEALING

The power of a Mender is magical in nature. They learn how to harness energy directly from the stars and use that magical power to accelerate the natural healing process of one’s body, purify a creature of killing microorganisms that may affect one’s health, or enhance the vigor of a living creature. Some Menders can even cure the ultimate impairment to someone’s life by reverting death itself.

RACIAL PREREQUISITES

All races are able to chose the path of a Mender without exceptions. It is up to you to create the best fitting background for your character.

THE MENDER

Level	Proficiency Bonus	Features
1st	+2	Medicinal Touch, Treatment
2nd	+2	Lay on Hands, Mending Aura, Life Surge
3rd	+2	Archetype Choice
4th	+2	Ability Score Improvement
5th	+3	Touch of Vigor
6th	+3	Archetype Feature
7th	+3	Aura of Martyrdom
8th	+3	Ability Score Improvement
9th	+4	Prevent Death
10th	+4	Aura of Health
11th	+4	Regenerative Aura
12th	+4	Ability Score Improvement
13th	+5	Preventive Care
14th	+5	Aura of Vitality
15th	+5	Archetype Feature
16th	+5	Ability Score Improvement
17th	+6	Fount of Life
18th	+6	Archetype Feature
19th	+6	Ability Score Improvement
20th	+6	Wave of Cure

CLASS FEATURES

As a Mender you gain the following class features:

HIT POINTS

Hit Dice: 1d8 per Mender level
Hit Points at 1st level: 8 + Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + Constitution modifier per Mender level after 1st

PROFICIENCIES

Armor: Light armor, medium armor
Weapons: All simple melee weapons
Tools: None

Saving Throws: Constitution, Wisdom
Skills: Choose two from Animal Handling, Insight, Investigation, Medicine, Perception, Psicraft, Persuasion and Survival

EQUIPMENT

You start with the following equipment:

- A simple melee weapon
- *(a)* a mechanical bow and 20 arrows or *(b)* a shield
- *(a)* scholar's pack or *(b)* priest's pack
- A healer's kit
- Leather robe

MEDICINAL TOUCH

Starting at 1st level, your mere touch is capable of mending wounds. When you touch a creature as an action, that creature may spend 1 hit dice and regain a number of hit points equal to the number rolled + your Wisdom modifier.

In addition, whenever a creature within 5 feet of you is at 0 hit points, you can use your *Medicine Touch* to cause that creature to make a death saving throw. If a creature succeeds on this save, it regains 1 hit point.

When you touch an undead with this touch, you can cause damage to it instead. The undead must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Wisdom modifier), or lose a number of hit dice equal to your proficiency bonus. You roll those hit dice, causing radiant damage to the undead equal to the number rolled + your Wisdom modifier.

TREATMENT

At 1st level, you can provide treatment to cure ailments affecting a creature. Over the course of a short or a long rest, you can spend 1 use of your healer's kit to remove a *poison* or *disease* affecting a creature within reach.

Additionally, you can spend one use of your healer's kit to bind the wounds of a number of willing creatures up to your Wisdom modifier. Make a Wisdom (Medicine) check against a DC equal to 10 + the number of creatures. If you succeed, any of those creatures who spend hit dice to regain hit points during this rest roll them with advantage.

LIFE SURGE

At 2nd level, whenever you use your *Medicinal Touch* on a living creature, it is reinvigorated, which allow that creature to take the Dash, Disengage, Dodge, Hide actions or make a single weapon attack as a bonus action on its next turn.

LAY ON HANDS

At 2nd level, your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. This pool has a number of points equal to 5 x your Mender level.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

MENDING AURA

At 2nd level, you can emanate an aura of healing of 10 feet around you. Whenever a creature is within your aura, you can consider that creature as if they were within 5 feet of you for the purposes of using your Mender features.

The aura increases as you gain levels in this class: 15-foot radius at 5th level, 20-foot radius at 9th level, 25-foot radius at 13th level and 30-foot radius at 17th level.

ARCHETYPES

At 3rd level, you can choose your Mender archetype among *Sainted Hands, Hospitaler, Acolyte* or *Medic*. Your choice give you features at 3rd, 6th, 15th and 18th levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

TOUCH OF VIGOR

At 5th level, you can use your action to cause up to two creatures within your *Mending Aura* to gain temporary hit points equal to your proficiency bonus + your Wisdom modifier. These temporary hit points last for 1 minute. You can use this ability on three creatures at 11th level, and four creatures at 20th level. You may use this feature a number of times equal to your proficiency bonus per long rest.

AURA OF MARTYRDOM

Starting at 7th level, when a creature within your *Mending Aura* takes damage, you can use your reaction to transfer that damage to yourself. When you do so, the damage is halved. This damage can't be further reduced by any means.

PREVENT DEATH

At 9th level, whenever a creature other than you within your *Mending Aura* is reduced to 0 hit points without being outright killed, you can use your reaction and expend half of your current points from your *Lay on Hands* pool to restore it to 1 hit point instead. Additionally, the creature gains a number of temporary hit points equal to your Mender level. You can use this feature once per long rest.

AURA OF HEALTH

Starting at 10th level, when a creature within your *Mending Aura* makes a Constitution saving throw, you can grant them a bonus equal to your Wisdom modifier on their roll. You may use this feature twice per short rest.

REGENERATIVE AURA

Starting at 11th level, your *Mending Aura* constantly soothes the wounds of your allies. When any ally starts their turn within the aura, that ally regains hit points equal to your proficiency bonus. This aura has no effect on a creature that has half or more of its hit points remaining.

Undead creatures that start their turn in the aura or move inside it for the first time must succeed on a Constitution saving throw. The saving throw DC is 8 + your Wisdom modifier + your proficiency bonus. On a failed save, the undead creature takes damage equal to your proficiency bonus.

PREVENTINE CARE

At 13th level, when you finish a long rest, you can choose a number of creatures up to your Wisdom modifier within your reach. Each creature's hit point maximum and current hit points increase by an amount equal to double your proficiency bonus for the next 24 hours.

AURA OF VITALITY

At 14th level, when a creature inside your *Mending Aura* fails a saving throw, you can spend 5 points from your Lay on Hands pool to add your Constitution modifier to the result of the save, potentially altering the outcome.

FOUNT OF LIFE

When you reach the 17th level, whenever you roll initiative, you regain 10 points in your *Lay of Hand* pool.

WAVE OF CURE

At 20th level, you can unleash your healing properties in a wave of positive energy. You can cast the spell *mass heal* once, without spending a spell slot.

Once you do so, you can't do it again until you finish a long rest.

ARCHETYPE OF SAINTED HANDS

Sainted hands are Menders who specialize themselves in the ability to cure wounds trough their blessed touch.

SURGE OF VIGOR

At level 3, your touch reinvigorates your targets even further. Whenever you use your *Lay of Hands* on a creature, that creature gain additional benefits, depending on the amount of points spent.

5 points or lower: The target's speed is increased by an amount equal to half its current speed.

6-10 points: The previous effect and the target have advantage on the next Constitution saving throw it makes within the next minute.

11-15 points: The previous effects and the target can take one additional action on its next turn.

IMPROVED HEALING POOL

At level 6, your ability to cure wounds increase even further. Your *Lay on Hands* pool doubles. In addition, when using your *Lay on Hands* pool to cure yourself, you can do so at the start of your turn, without using an action.

PURIFIED HANDS

At 15th level, while you have at least 1 point in your *Lay on Hands* pool, you gain the ability to cast *Purify Food and Drink* at will. Furthermore, as a bonus action, without expending spell slots, you can cast *Cure Wounds* at its lowest level on a creature that is at half of its maximum hit points or lower.

Wisdom is your spellcasting ability for this spell.

TOUCH OF RESURRECTION

At level 18, your blessed hands can bring a creature back from the dead. The creature must have been dead for no longer than a number of days equal to your level in this class.

As an action, you can touch the lifeless body and expend 45 points from your *Lay on Hands* pool. You must maintain physical contact with the creature until the end of your next turn. Once the process is complete, the creature is revived and can expend any number of its hit dice to regain hit points, as if it had taken a short rest. Alternatively, if no hit dice are expended, the creature will be revived with only 1 hit point.

ARCHETYPE OF HOSPITALER

Hospitalers are members of an order of "Warrior - Healers", who wander battlefields giving help to wounded soldiers and civilians caught in the crossfire.

HOSPITALER'S VIGOR

At 3rd level, when you choose this archetype, you gain the following three features:

BONUS PROFICIENCIES

You gain proficiency in the Animal Handling and Technology skills. Also you become proficient with martial weapons and heavy armor.

BORN TO THE SADDLE

Your mastery as a rider becomes apparent. You have advantage on saving throws made to avoid falling off your mount (creature mounts or mechanical mounts). If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Finally, mounting or dismounting costs you only 5 feet of movement, rather than half your speed.

BATTLE HEALER

Whenever you take the Attack action, you can use your bonus action to use your *Medicinal Touch* or *Touch of Vigor* features.

PROTECTOR OF THE WOUNDED

At 6th level, when you use your *Touch of Vigor* feature, you have the option to target one fewer creature with it and make a weapon attack against any creature within your reach as part of the same action.

At 11th level, you can choose to target up to two fewer creatures and replace them with weapon attacks.

AURA OF COMBATIVENESS

At 15th level, as a bonus action, you can expend up to 15 points from your *Lay on Hands* pool to grant a bonus to attack and damage rolls with weapons for any friendly creature within your *Mending Aura*. The bonus is equal to +1 for every 5 points expended. Additionally, all weapons wielded by friendly creatures within the aura are considered magical, enabling them to overcome resistances and immunities to non-magical damage.

This effect persists for 1 minute, until you become unconscious, or until you choose to end it using an action. Furthermore, this feature ends if you decide to use it again.

DEFENSIVE AURA

At 18th level, when a friendly creature other than you is hit by a melee weapon attack while within your *Mending Aura*, you can use your reaction to force the attacker to reroll the attack. It must choose the new result.

ARCHETYPE OF ACOLYTE

Acolytes are Menders who devote themselves to a higher power, acting as servants of an Astral God.

ACOLYTE ARCHETYPE

Mender Level	Cantrips Known	Spells Known	–Spell Slots per Spell Level–			
			1st	2nd	3rd	4th
3rd	2	3	2	–	–	–
4th	2	4	3	–	–	–
5th	2	4	3	–	–	–
6th	2	4	3	–	–	–
7th	2	5	4	2	–	–
8th	2	6	4	2	–	–
9th	2	6	4	2	–	–
10th	3	7	4	3	–	–
11th	3	8	4	3	–	–
12th	3	8	4	3	–	–
13th	3	9	4	3	2	–
14th	3	10	4	3	2	–
15th	3	10	4	3	2	–
16th	3	11	4	3	3	–
17th	3	11	4	3	3	–
18th	3	11	4	3	3	–
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

EMBRACE THE MAGIC

At 3rd level, when you choose this archetype, you gain the following three features:

BONUS PROFICIENCIES

You gain proficiency with Religion checks.

SPELLCASTING

Manifesting your god's powers, you are able to use spells in battle.

CANTRIPS

You learn two cantrips of your choice from the Cleric spell list. You learn an additional cantrips of your choice from the Cleric list at 10th level.

Spell Slots

The *Acolyte Archetype* table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. you regain all expended spell slots when you finish a long rest.

Spells Known of 1st Level and Higher

You know three 1st-level spells of your choice from the Cleric spell list. The Spells Known column of the *Acolyte Archetype* table shows when you learn more Acolyte spells of 1st level or higher.

Whenever you gain a level in this class, you can replace one of the Acolyte spells you know with another spell of your choice from the Cleric spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability

Wisdom is your spellcasting ability for your Acolyte spells, since you learn this power through attunement to a higher power. You use your Wisdom whenever a spell refers to his spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an Acolyte spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom Modifier

Spell attack modifier = your proficiency bonus + your Wisdom Modifier

Merciful Touch

You learn the *spare the dying* spell. In addition, you can cast this spell as a bonus action on your turn.

Overchanneling

At 6th level, you can tap into the immense power of the higher being that bestowed you with your healing abilities. Your Mender spells are now cast as if using a spell slot one level higher. This increases to two levels higher at 11th level and three levels higher at 17th level.

Expedient Healing

At level 15, when you heal a creature with your *Medicinal Touch*, you can cast a Mender spell that normally requires an action as a bonus action on your turn.

Apotheosis

At 18th level, as a bonus action, you can expend 5 points from your *Lay on Hands* pool to acquire a flying speed equal to your movement speed. This enhanced mobility lasts for the next 10 minutes.

Archetype of Medic

Medics are Menders who mix both magical healing and scientific knowledge to get the best results on treatment of the wounded and ill.

First Aid

At 3rd level, when you choose this archetype, you gain the following three features:

Medical Expertise

You gain proficiency with the Medicine skill and with the Herbalist kit. If you are already proficient, you double your proficiency bonus with them.

In addition, whenever you make a skill check that uses your Wisdom modifier, you can choose to use your Intelligence instead.

Treatment

You have learned the art of mundane healing practices. As an action on your turn, you can use your healer's kit to mend a creature's wounds. The target recovers a number of hit points equal to the sum of your Treatment Die, your Intelligence modifier, and the target's maximum number of hit dice. However, this action consumes 1 use of your Healer's Kit.

At 1st level, your treatment die is a d4. However, as you gain experience, your treatment die improves. At 5th level, it becomes a d6, at 11th level it becomes a d8, and at 17th level, it becomes a d10. Once you have used this ability on a creature, you can't use it again on that creature until it has finished either a short or a long rest.

Apothecary

You learn the art of concocting drugs to aid your allies and harm your opponents. You gain proficiency with Alchemist's supplies and Poisoner's supplies, and you only require half the usual resources and time when crafting nano-syringes.

Additionally, you have the ability to spend your *Lay on Hands* points to create nano-syringes. However, nano-syringes crafted in this manner lose their potency after 8 hours. You can create the following types of nano-syringes:

- Nano-syringe of healing (10 points)
- Nano-syringe of greater healing (15 points)
- Nano-syringe of poison (15 points)
- Nano-syringe of resistance (25 points)
- Nano-syringe of health (30 points)
- Nano-syringe of heroism (30 points)
- Nano-syringe of superior healing (30 points).

Anatomical Wound

At 6th level, when you hit a creature with a light weapon you are proficient with, you can expend any number of points from your *Lay on Hands* feature to inflict additional damage of the same type as the weapon, equal to the points expended.

Furthermore, if you spend a minimum of 5 points from that pool, you can force the target to make a Constitution saving throw. On a failed save, the target suffers one of the following conditions randomly: blinded, deafened, paralyzed, or stunned. This effect persists until the end of your next turn.

Physician's Practice

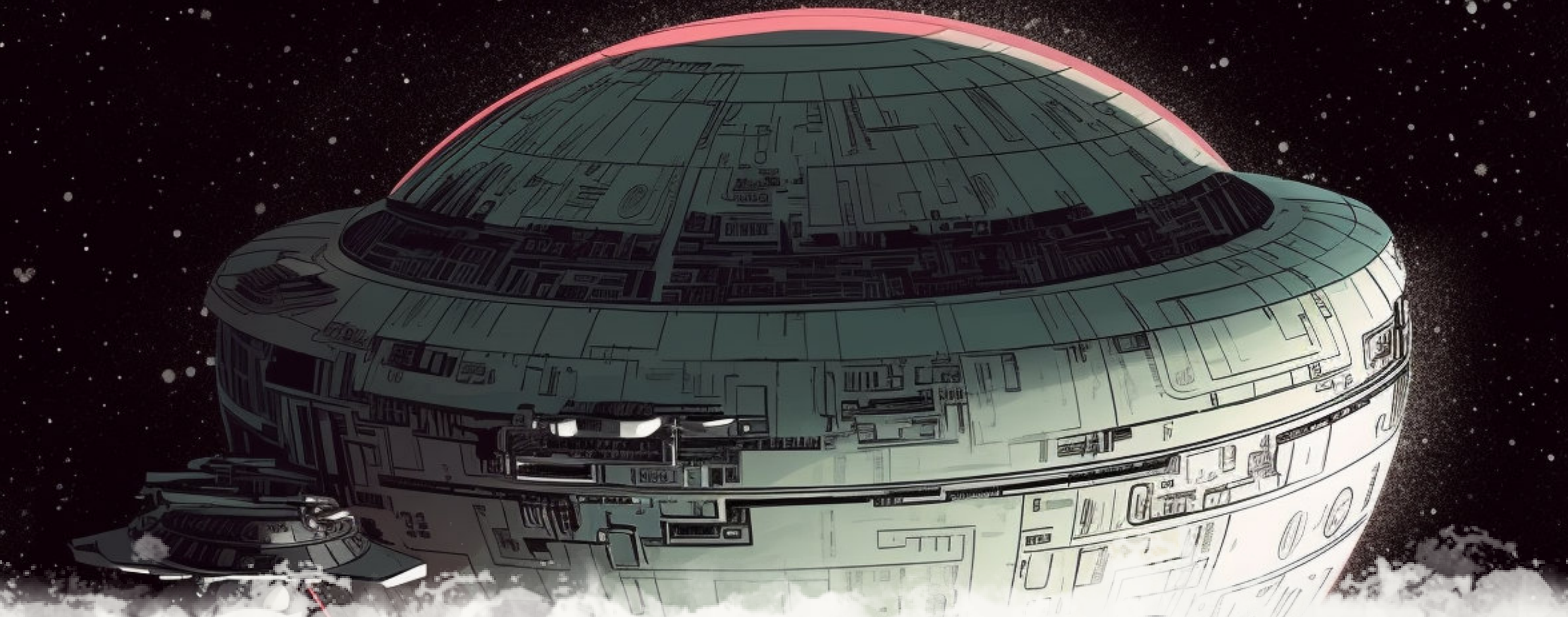
At 15th level, you become a specialized physician, further developing your abilities. Whenever you use your Lay on Hands feature to restore at least 5 hit points to a creature, you can also apply your Treatment feature to increase the amount of hit points regained. This enhancement can be done without requiring an action or expending uses of the Healer's Kit.

Ultimate Treatment

At 18th level, you gain the ability to resurrect a creature. As an action, you can expend 1 use of your healer's kit and make a Medicine check against a DC of 10. If you succeed, the creature returns to life with hit points equal to the result of your *Treatment Die* roll. The revived creature can roll any number of its hit dice to regain hit points as if it had completed a short rest.

However, the revived creature must make a Constitution saving throw with a DC of 10 plus the number of hit dice it chooses to roll, plus 1 for every minute it has been deceased. On a failed saving throw, the creature returns to life with 1 level of exhaustion.

Each time you use this feature, the DC for both the Medicine check and the Constitution saving throw increases by 5. This increment resets after completing a long rest.



PARAGON

A group of three galactic adventurers is engaged in a battle with wild human troops. Among the adventurers, a towering robotic figure stands resolute. It begins to shift and morph, altering its body parts. One of its arms undergoes a metallic transformation, forming a protective shield that covers its allies.

Within a frigid, icy ravine, a Nazatron maneuvers skillfully through the obstacles, utilizing the propulsors on its back. As it soars through the air, it meticulously scans the surrounding area, seeking out heat signatures of its intended prey. Landing safely, it seamlessly blends into its surroundings, becoming one with the shadows.

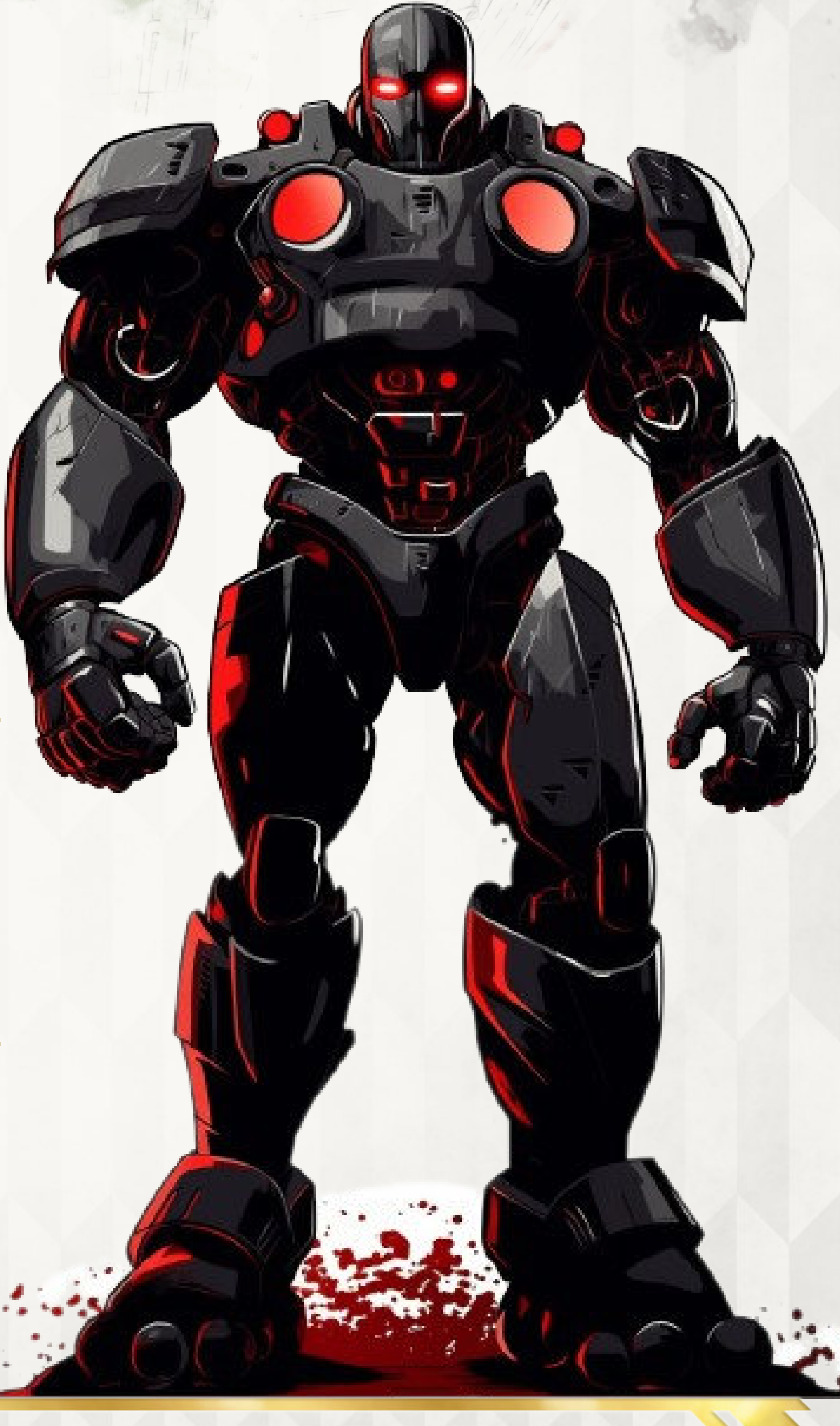
In both instances, we bear witness to the formidable prowess of a Paragon. Paragons possess unparalleled strength in safeguarding others, while also excelling as deadly assassins. They possess exceptional skills in pinpointing their targets and eliminating them with ruthless precision.

WHAT AN INVENTION!

Nazatron technology is truly something to be amazed by. The galaxy not only relies on it but also thrives because of its advancements. Among their remarkable creations, the "Paragons" stand out as one of the most powerful. These extraordinary beings can be seen as the guardians of the galaxy. Equipped with built-in enhancements and the ability to adapt as needed, the Paragons represent the pinnacle of galactic invention.

I AM A ROBOT

Paragons are mere shells. A Nazatron must accomplish something significant and memorable to be granted the gift of becoming a Paragon. The Nazatron Council must reach a unanimous decision that a fellow Nazatron is worthy of being uploaded into a Paragon. Once this decision is made, it is announced in The Nexus, and the entire process can take up to one year.



RACIAL PREREQUISITES

This class is only available to Nazatrons due to their robotic nature. It is up to you to create the best fitting background for your character.

THE PARAGON

Level	Proficiency Bonus	Features
1st	+2	Paragon's Armor Traits, The Nexus Database
2nd	+2	Backup Energy
3rd	+2	Hardware Upgrade Choice
4th	+2	Ability Score Improvement
5th	+3	Terminate
6th	+3	Optic Upgrade, Machine Master
7th	+3	Hardware Upgrade Feature
8th	+3	Ability Score Improvement
9th	+4	Internal Radar
10th	+4	Death Grip
11th	+4	Hardened Chassis
12th	+4	Ability Score Improvement
13th	+5	Hardware Upgrade Feature
14th	+5	Maximum Energy
15th	+5	Assisted Aim
16th	+5	Ability Score Improvement
17th	+6	Unstoppable Machine
18th	+6	Hardware Upgrade Feature
19th	+6	Ability Score Improvement
20th	+6	Annihilation Beam

CLASS FEATURES

As a Paragon you gain the following class features:

HIT POINTS

Hit Dice: 1d10 per Paragon level
Hit Points at 1st level: 10 + Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + Constitution modifier per Paragon level after 1st

PROFICIENCIES

Armor: None
Weapons: All
Tools: Smith's Tools, Hacking Tools, Disguise Kit, choose 1 from Artisans tools

Saving Throws: Strength, Constitution
Skills: Technology and three skills from Athletics, Intimidation, Survival, Investigation, Perception, Performance, Insight, History, Deception

EQUIPMENT

You start with the following equipment:

- Pistol, laser rifle, 40 bullets and 30 energy cells
- Any Longsword

PARAGON'S ARMOR TRAITS

Your consciousness is uploaded to a Paragon's armor, having its own traits. You lose all of your Nazatron's racial traits and you get the following:

Mendable: When the *mending* spell is cast on you, it has the following alterations: It has a casting time of 1 action. If you have 0 hit points you become stable. As part of the casting of mending the caster may expend any level of spell slot to cause you to regain a number of hit points equal to 1d8, plus their spellcasting ability modifier. For each level of the spell slot expended you regain an additional 1d8 hit points.

Thinking Machine: You are immune to diseases and you have resistance to poison damage. You do not need to eat or breathe. Instead of sleeping, you enter an inactive state. Being in this state for 4 hours is equivalent to an 8 hour sleep for a human. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Powerful Build: You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Durable Frame: Your body is metal, and even the strongest hits may bounce off it. When you aren't wearing armor, your AC is 12 + your Constitution modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Massive Punches: Your entire body is a natural weapon, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d4 + your Strength modifier, instead of the normal damage for an unarmed strike.

THE NEXUS DATABASE

At 1st level, as a highly skilled member of the Nazatron race, you possess comprehensive knowledge regarding the anatomies of creatures you plan to engage in combat. Upon successfully defeating or vanquishing an enemy, you can dedicate 10 minutes to documenting a detailed entry in your personal database. Once recorded, this information grants you the ability to augment your rolls against them by adding your Intelligence modifier (including attack rolls, but not damage rolls). Furthermore, your extensive understanding of weaponry, transportation, and machinery grants you advantage on any Technology checks related to these subjects. Moreover, you possess a keen sense of where to acquire such items.

BACKUP ENERGY

At 2nd level, when reduced to 0 hp, roll a DC 10 Constitution saving throw, unless damage was critical. On success you drop to 1 hp instead. You or someone else, as a full round action, can also use smith's tools on you to recover 2d8 + Wisdom modifier. At level 10 this becomes 3d8, and at level 15 3d10.

Each of these features can be used once per long rest.

HARDWARE UPGRADE

At 3rd level, you chose a Hardware Upgrade. Choose between Infiltrator Unit, Combat Unit or Specialist Unit, all detailed later. Your choice grants you features at 3rd level and again at 7th, 13th and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

TERMINATE

At 5th level, when a creature within 5 feet of you drops to 10 hit points or fewer, a red outline appears around it. You can use your reaction when this occurs to deliver a brutal finishing blow. As part of this reaction, make a melee weapon attack roll with advantage. If you hit, you deal an additional 10 points of damage. If the target dies, you restore 1d10 hit points, and you gain a +5 bonus to your next weapon attack roll. Furthermore, any hostile creatures within 15 feet of you who witnessed the finishing blow must make a Charisma saving throw against a DC of 12. On a failed save, they become frightened of you until the end of their next turn.

At 10th level, you can use this feature against creatures with 15 hit points or fewer. Upon killing a target, you restore 2d8 hit points, gain a +7 bonus to your next attack roll, and the saving throw DC increases to 15.

You can use this feature a number of times equal to your proficiency bonus per long rest.

OPTIC UPGRADE

At 6th level, your eyes are upgraded to give you 90ft of *Darkvision*. This vision cannot be used at the same time as normal vision and you see in shades of green while it is active. Switching between Darkvision and normal vision requires a bonus action. Furthermore, whether using normal vision or Darkvision, you gain the ability to see through lightly obscured areas as if they were not obscured.

MACHINE MASTER

At 6th level, you have become a master at dealing with mechanical objects of all kinds. You gain the ability to remotely interface with computers, as long as you are within 100 feet of them, communicating through a radio signal. This enables you to control screen displays, broadcast specific messages through radio stations, manipulate computer-controlled robotic arms, and engage in a wide range of creative endeavors.

INTERNAL RADAR

At 9th level, when attacked, you immediately gain knowledge of the precise location and distance of the attacker, whether it is a ranged or melee attack, or if they are invisible. Furthermore, you possess an exceptional ability to meticulously map out terrain, allowing you to be highly attuned to physical details in your surroundings. As a result, you gain advantage on Perception checks. This heightened awareness extends to a radius of 120 feet.

DEATH GRIP

At 10th level, as an action, you can lunge at a creature within melee range. It must make a Strength saving throw against a DC of 8 + your proficiency bonus + your Strength modifier. On a failed save, it becomes *grappled*. At the end of each of its turns, the creature can attempt the saving throw again to escape your grapple.

Additionally, as a bonus action, you may choose to exert pressure on your grappled target, inflicting bludgeoning damage equal to 1d8 + your Strength modifier. The damage die increases by 2 at 15th level (1d10) and 20th level (1d12).

HARDENED CHASSIS

At 11th level, your natural armor's AC increases by 2, and the dice you use for unarmed attacks increase by one step (e.g., 1d4 becomes 1d6, 2d8 becomes 2d10, and so on). Additionally, you have advantage on rolls against being knocked prone.

MAXIMUM ENERGY

At 14th level, as a bonus action, you can expend maximum energy from your battery to enhance your speed significantly. You gain an additional turn immediately after your current turn ends.

After using this feature three times, you suffer 2 levels of exhaustion and must take a long rest before using it again.

Assisted Aim

At 15th level, your optical system enhances your targeting abilities with ranged weapons, granting you the benefits of the *Sharpshooter* feat.

Unstoppable Machine

At 17th level, you gain resistance to non-magical piercing, slashing, and bludgeoning damage. Furthermore, you gain advantage on rolls against effects that attempt to pull or push you.

Annihilation Beam

At 20th level, as an action, you can unleash a powerful beam from your palm. Make a ranged weapon attack against a creature you can see within 120 feet of you. Upon a successful hit, you inflict 8d12 laser damage and leave the target *dazzled* for 1 minute. In the event that the creature is slain by this attack, you may gain the benefits of the *Terminate* feature without consuming a usage of that feature.

You can use this feature twice per long rest, activating it from each of your palms separately.

Hardware Upgrade: Infiltrator Unit

A Paragon devoted to subterfuge, secret infiltration, and assassination, adept at covertly infiltrating enemy bases and neutralizing them from within.

Carbon Reinforcement

At 3rd level, you gain carbon-based reinforcements around your joints, enhancing your capabilities. You gain proficiency in Stealth checks and are immune to any factors that would normally impose disadvantage on your Stealth checks. Additionally, you take half damage from falls (rounded down).

Oil Upgrade

At 7th level, the pistons in your arms and legs undergo an upgrade, utilizing a superior hydraulic fluid. This enhancement enables them to operate with enhanced speed and reduced noise. As a result, you gain the following benefits:

- You can now execute two melee weapon or unarmed attacks as part of a single action. Alternatively, you may perform one ranged weapon attack followed by a melee weapon or unarmed attack.
- Your movement speed increases by 10 feet.
- You gain expertise in Stealth checks.

HUNTER - KILLER

At 13th level, you gain two new types of vision:

Heat Vision: You acquire the ability to perceive heat signatures of creatures up to 60 feet away. Additionally, you can detect a heat trail left by a character you are tracking or an impression on objects they have touched. This heat trail dissipates after 2 hours.

Motion Vision: You possess the capability to sense subtle movements made by creatures, including their heartbeat, but only within a range of 30 feet.

However, it's important to note that these vision types cannot be utilized simultaneously and require a bonus action to switch between them. It's worth mentioning that Darkvision and regular vision also count as separate vision types and still necessitate a bonus action to switch.

Heat Vision allows you to see in infrared, thus making it impossible to discern colors in the usual manner. On the other hand, during motion vision, you see in shades of blue. This means that regular vision remains the only vision type that allows you to discern colors normally.

Lastly, twice between long rests, as an action, you can activate your back propulsors. By doing so, you gain a flying speed of 60 feet for a duration of 1 minute.

PERFECT ASSASSIN

At 18th level, you gain a +2 bonus to both your attack and damage rolls with unarmed strikes. Additionally, you gain a +3 bonus for melee weapons and a +4 bonus for ranged weapons.

HARDWARE UPGRADE: COMBAT UNIT

A Paragon designed for use on battlefields or as guards. They are highly dangerous and durable.

UNARMED UPGRADE

At 3rd level, you can roll an additional die for unarmed attacks. For example, if you normally roll 1d4 for unarmed attacks, it becomes 2d4. Similarly, if you roll 1d6, it becomes 2d6, and so on.

At 7th level, you begin rolling the next higher die for your unarmed attacks. For instance, if you were previously rolling 2d4, it now becomes 2d6. Likewise, if you were rolling 2d6, it becomes 2d8, and so forth.

SHOCK FISSURE

At 7th level, as an action, you can supercharge one of your three power cells and slam it on the ground. All creatures within a 15-foot radius of you take 3d6 thunder damage and must succeed on a Constitution saving throw (DC 10 + your proficiency bonus + your Strength modifier) or become stunned until the end of their next turn. You may use this feature three times per long rest.

TRANSFORM

At 13th level, you gain the ability to install a versatile module in one of your arms, allowing you to transform it at will. With this module, you have the power to conjure a randomly selected object of your choosing that fits within a 2-foot cube, made entirely of solid metal and devoid of any mechanical components. Alternatively, you can summon a blade measuring 3 feet in length, or a shield that extends approximately 3 feet vertically and 2 feet horizontally.

Transforming your hand using this module requires a bonus action, allowing you to switch between its various forms effortlessly (embrace your creativity during gameplay by using the transformed hand in imaginative ways, such as fashioning a hook for grappling or employing other inventive uses).

The damage of the object, blade, and the AC bonus of the shield are laid out below.

Paragon Level	Object (Bludgeoning)	Blade (Slashing)	Shield (AC Bonus)
13	1d8 + STR Mod	1d10 + STR Mod	+2
16	1d10 + STR Mod	2d8 + STR Mod	+3
18	2d8 + STR Mod	2d10 + STR Mod	+4

Double the Pain

At 18th level, attacking with your transformed arm counts as an unarmed attack, granting you all the benefits associated with your unarmed attacks. Additionally, you can now transform your hand as a reaction.

Hardware Upgrade: Specialist Unit

These Paragons have upgraded their Iridium power cells to Hydrogen, harnessing the energy to unleash unique and radioactive attacks.

Radiation Specialist

At 3rd level, when you install this upgrade, you gain the following two features:

Radiation Stack

Many of your features, as a specialist unit, have the ability to afflict your enemies with radiation, gradually dealing damage for the next minute. This type of damage is cumulative, and the total amount of damage stacked on a unit is referred to as the **Radiation Stack**.

When attempting to affect a unit with radiation, it must make a Constitution saving throw against the corresponding DC. The radiation damage can accumulate up to a maximum, as indicated in the table below.

At the beginning of each of the affected creature's turns, it takes radiation damage equal to its current radiation stack. However, any curative measures capable of curing diseases (such as spells, abilities, or nano-syringes) will reset the radiation stack of a creature back to zero.

Paragon Level	Radiation Save DC	Radiation Stack Maximum
3	10	3d4
7	12	5d4
13	14	7d4
18	16	15d4

Hydrogen Cells

You have upgraded your normal power cells to hydrogen cells. As a bonus action, you can infuse a weapon with radioactive energy for 1 minute while you hold it. When you deal damage to a creature with this weapon, the creature must make a Radiation saving throw. On a failed save, it adds 1d4 to its *radiation stack*.

Nuclear Grenade

At 7th level, you gain the ability to overcharge one of your power cells with nuclear energy and hurl it towards a point within 60 feet of you. All creatures within 20 feet of the impact point must make a Radiation saving throw. Those who fail the save take 3d6 radiation damage and add 2d4 to their *Radiation Stack*. On a successful save, they take half damage and add half (1d4) to their *Radiation Stack*.

The initial radiation damage increases by 1d6, and the *Radiation Stack* damage increases by 2d4 at 13th level (4d6 / 4d4), 18th level (5d6 / 6d4), and 20th level (6d6 / 8d4).

You can use this feature once per short rest.

Nuclear Effect

At 13th level, you gain an upgrade to your core. Once per long rest, as an action, you may expose your core. All creatures within 30 feet that are affected by at least 1d4 Radiation Stack add 2d4 to their Radiation Stack. You may use this feature a number of times equal to your proficiency bonus per long rest.

Nuclear Wave

At level 18, you gain the ability to unleash an nuclear wave around you with a 10 feet blast radius. Affected creatures must make a Radiation saving throw. On a failed save, they add 10d4 to their *Radiation Stack* or 5d4 on a successful one.

You can use this feature once per long rest.

PSION

A Xanadian woman abruptly halted, casting a quick glance at the menacing bandits encircling her. With a soft sigh escaping her lips, she outstretched her arms, observing as an array of rocks levitated effortlessly into the air, hurtling towards the chests of the bandits with tremendous velocity. As they crumpled to the ground like discarded toys, the woman gracefully pulled her hood back over her head and resumed her steady stride.

Gasping for breath, his body battered and bruised, a young man closed his eyes, summoning his inner resolve. With unwavering focus, he harnessed his energy, causing a powerful surge to spiral around him, lifting him effortlessly into the air. Emitting a resolute cry, he unleashed a colossal wave of energy, forcefully repelling the adversaries that had previously stood in his path.

MASTERS OF THE MIND

A Psion is an individual who possesses powerful psionic abilities either through natural birth or by receiving them from an external source, such as an unknown higher astral being or through experimental means.

The most prevalent ability exhibited by Psions is telekinesis, the power to manipulate objects and even other individuals solely through the force of their minds. They also acquire the skill to generate a protective barrier using their psychic powers, enveloping their bodies with a resilient layer of pure mental energy. However, the development of their powers varies greatly, resulting in a wide array of distinct Psionic manifestations.

RACIAL PREREQUISITES

All races are able to chose the path of a Psion **except the Nazatrons**. It is up to you to create the best fitting background for your character.

THE PSION

Level	Proficiency Bonus	Features	Telekinesis Damage Die	Barier Strength	Powers Known
1st	+2	Psychic Barrier, Telekinesis	1d4	5	–
2nd	+2	Psionic Powers	1d4	10	2
3rd	+2	Psion Specialization Choice	1d4	15	2
4th	+2	Ability Score Increase	1d4	20	2
5th	+3	Improved Telekinesis, Telekinetic Grapple	1d6	25	3
6th	+3	Reactive Defense	1d6	30	3
7th	+3	Telekinetic Flight	1d6	35	4
8th	+3	Ability Score Increase	1d6	40	4
9th	+4	Brain Processing, Improved Telekinesis	1d6	45	5
10th	+4	Psion Specialization Feature	1d6	50	5
11th	+4	Absolute Focus	1d8	55	5
12th	+4	Ability Score Increase	1d8	60	6
13th	+5	Psion Specialization Feature, Improved Telekinesis	1d8	65	6
14th	+5	Meditation	1d8	70	6
15th	+5	Telekinetic Detection	1d8	75	7
16th	+5	Ability Score Increase	1d8	80	7
17th	+6	Psion Specialization Feature, Improved Telekinesis	1d10	85	7
18th	+6	Brain Processing Improvement	1d10	90	8
19th	+6	Ability Score Increase	1d10	95	8
20th	+6	Psion Specialization Feature	1d10	100	8

CLASS FEATURES

As a Psion you gain the following class features:

HIT POINTS

Hit Dice: 1d6 per Psion level
Hit Points at 1st level: 6 + Constitution modifier
Hit Points at Higher Levels: 1d6 (or 4) + Constitution modifier per Psion level after 1st

PROFICIENCIES

Armor: None
Weapons: Clubs, daggers, darts, quarterstaffs, slings
Tools: None
Saving Throws: Sanity, Wisdom
Skills: Psicraft and two from Arcana, Deception, History, Insight, Intimidation, Investigation and Perception

EQUIPMENT

You start with the following equipment:

- *(a)* a simple weapon or *(b)* a laser pistol and 20 energy cells
- 5 x darts
- *(a)* an explorer's pack or *(b)* a dungeoneer's pack

PSYCHIC BARRIER

Starting at 1st level, you gain the ability to raise a dense, yet thin barrier of psychic energy around you, shielding your body from attacks.

- You gain a number of special temporary hit points equal to 5 x your Psion level, protecting you from incoming damaging effects. These temporary hit points stack with other sources of temporary hit points.
- The barrier protects you from all damage types except *psychic* damage, which bypass the barrier. When this barrier is up, you are resistant to poison damage and your hit points maximum cannot be reduced except from self-induced ways or if the effect doesn't come from a direct attack.
- As long as you have at least one point in your barrier, these temporary hit points automatically restore themselves each round at a rate equal to your proficiency bonus - 1.
- When the barrier is reduced to 0, the barrier is broken and doesn't regenerate until you finish a short or long rest, at which time you will regain the ability to put it back up.

TELEKINESIS

Starting at 1st level, you gain the ability to control the world around you with a simple thought, on a limited scale. At a range of 40ft, you can lift any Small object, that's not affixed to the ground, into the air as an action. Using an action, that can be part of the one made to lift them, or a bonus action, you can then move the objects up to 20ft in any direction or 10ft if you use a bonus action. If you leave it in the air at the end of your turn, you must maintain concentration and the object must stay within your range or it will fall to the ground.

The number of objects you can lift is equal to half your Psion level (rounded down). The carrying capacity in lbs, is equal to 2 x Psion level x Sanity modifier. For example, a 3rd level Psion with a 16 in Sanity could lift for up to 18 lbs in objects, meaning they could lift a single 18 lbs object, two 9 lbs objects, etc.

As an attack, you can strike your foes with a single object as part of the same action used to make it move. Note that an attack cannot be made when you use your bonus action to move objects.

- The attack modifier for this, is your proficiency bonus + Sanity modifier.
- On a hit, the damage is 1d4 + Sanity modifier.
- The damage die increases at certain levels, as shown in the Psion's table.
- The damage type depends on the object used, at the GM's discretion.
- Upon repeated impacts, objects may also break, also at the GM's discretion. Depending on the object's size and its composition, it could become two objects of smaller size upon breaking or it could be rendered useless.
- While considered a ranged attack, attack rolls using Telekinesis do not suffer disadvantage to hit a prone creature.
- If magic items are used to attack using this feature, only static bonuses such as +1, +2 or +3 enchantments on weapons get applied. Any additional effects do not work unless the Psion attacks using the weapon with their own hands.
- Instead of attacking, you may also put your telekinesis to creative uses such as pressing multiple objects together to create a larger object or making a physical barrier using objects to provide cover. The GM has the final word whether or not an idea might work.

Starting at 5th level, you can now lift Medium objects at a range of 50ft. Your telekinesis speed is also increased (15ft when using your bonus action and 30ft when using your action).

- You can now attack twice with your telekinesis, either the same target or a different one.

Beginning at 9th level, you can now lift Large objects at a range of 60ft. Your telekinesis speed is also increased (20ft when using your bonus action and 40ft when using your action).

- Your attacks now count as magical for the sake of bypassing damage reduction.
- Your maximum carrying capacity via telekinesis is now equal to 4 x Psion level x Sanity modifier.

Starting at 13th level, you can now lift Huge objects at a range of 70ft. Your telekinesis speed is also increased (25ft when using your bonus action and 50ft when using your action).

- You can now attack three times with your telekinesis, either all on the same target or different ones, as long as they are in range.

Beginning at 17th level, you can now lift Gargantuan objects at a range of 80ft. Your telekinesis speed is also increased (30ft when using your bonus action and 60ft when using your action).

- Your maximum carrying capacity via telekinesis is now equal to 6 x Psion level x Sanity modifier.

PSIONIC POWERS

Starting at 2nd level, your practice with your psychic abilities have led you to develop and learn unique techniques of your own. You can choose two options from the *list of Psionic Powers*, which are detailed later. When you gain certain Psion levels, you gain additional powers of your choice, as shown in the Powers Known column of the Psion table. You may change your chosen psionic powers everytime you gain a level.

PSION SPECIALIZATION

At 3rd level, you choose an Psion Specialization. Choose between the Manipulator, Mystic Psion, Psychic Warrior, Psionic Guardian, Telepath, Kineticist or Telekinetic Combattant, all of which are detailed later. Your choice grants you features at 3rd level and again at 10th, 13th, 17th and 20th level.

ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

TELEKINETIC GRAPPLE

Beginning at 5th level, your telekinesis grows strong enough to be able to handle moving targets. As part of your Attack action, instead of using a thrown object, you may attempt to grab a creature in your telekinesis range.

- The target must roll a Strength saving throw against a DC of 8 + your Sanity modifier + proficiency bonus. The saving throw can be repeated at the end of the target's turns in case of an initial failure.
- The target gets a +4 bonus on this saving throw for each size category it has that is larger than the Psion's.
- The grappled creature can then be moved like any other object. However, when moving a creature using your action, the distance is halved (for example, a 5th level Psion can only move a grappled creature up to 15ft instead of 30ft).
- A grappled creature can be used as a projectile. If moved as an action, a grappled creature making contact with an object (or the ground) takes damage equal to your telekinesis damage. If a thrown creature makes contact with another creature, they both take half your telekinesis damage.
- As an alternative, you can use an action to force a number of grappled creatures of your choice to make a Strength saving throw. On a failure, the afflicted targets are prone as you force their bodies into the ground with your telekinesis. This only works if it would be possible for you to move the targets to the ground (at 5th level, the targets would need to be under 15ft in the air, under 20ft in the air at 9th level and so on).
- Should you lift a creature high in the air and drop them, the falling creature takes falling damage as normal. The creature also automatically breaks free of your grasp if they leave your range at any point.
- In link with the amount of objects you can lift with your telekinesis, a Medium creature counts as two objects, a Large Creature counts as four objects, a Huge creature counts as eight objects and a Gargantuan creature counts as sixteen objects.

REACTIVE DEFENSE

With enough reaction time, your powers are quick enough to activate, in order to save you from incoming projectiles. Starting at 6th level, you can use your reaction when you are hit with a ranged weapon to catch any missile with your telekinesis, stopping it in its movement. When you do so, the damage you take from the attack is reduced by 1d10 + your Sanity modifier + your Psion level. The object is then able to be controlled on your turn as per the other objects in your telekinetic grasp.

Telekinetic Flight

Beginning at 7th level, you have learned to levitate using your telekinesis. This grants you the ability to hover up to 5 feet above the ground, potentially enabling you to bypass the effects of difficult terrain, subject to the GM's discretion. Additionally, you can expend a charge of this ability to grant yourself a flying speed equal to your walking speed for 1 minute.

You possess a number of charges equal to your proficiency bonus, and these charges are replenished at the end of a long rest.

Brain Processing

Using your psychic powers constantly trains your brain to work faster and more efficiently.

- **When you reach 9th level**, your Sanity increases by 2 and Intelligence by 1. Your maximum for your Sanity score is now 22.
- **At 18th level**, your Sanity increases by another 2 and Intelligence by 1 more. Your maximum for your Sanity score is now 24.

Absolute Focus

Starting at 11th level, you learn the art of disregarding the chaos of battle and immersing yourself completely in your psychic abilities, unleashing the full extent of your potential. As a bonus action, you can enter a state known as Absolute Focus, which remains active for 1 minute or until you choose to end it using another bonus action or if you fall unconscious. While in the state of Absolute Focus, a subtle breeze seems to caress your hair, and your eyes emanate a chosen color, a manifestation of your power. During this time, you gain the following benefits:

- You ignore any concentration requirements or limits.
- The number of objects you can have in your telekinetic grip is doubled.
- You are immune to the *Frightened* and *Charmed* conditions.
- You may do an additional attack as a bonus action.
- The restoration of your barrier is increased by 1 per turn.
- You ignore any effects of exhaustion, but if you were to gain 6 levels of exhaustion while in Absolute Focus, you fall unconscious at 1 hit point instead of dying. However, all of your class features are disabled for the next 2d4 days as focusing on your psychic powers brings back the pain and stress you experienced.

After Absolute Focus ends, you suffer the repercussions of your intense concentration. You gain two levels of exhaustion and you suffer psychic damage equal to 1d6 x half your level (rounded up). This damage can't be mitigated by your barrier. If your hit points were to become 0, or less, you automatically stabilize.

You cannot use this feature again until you complete a short or a long rest.

Meditation

Having a clear mind is crucial for a powerful Psion. Taking the time to heal your psyche properly can be more beneficial than tending to physical wounds. Starting at 14th level, during a short rest, you can expend 4 hit dice to remove one level of exhaustion. However, if you choose to do so, you cannot regain any hit points during that short rest by expending hit dice.

Telekinetic Detection

Starting at 15th level, you have honed your telekinetic abilities to an advanced degree, allowing you to perceive your surroundings through the manipulation of telekinetic energy. You gain *Blindsight* within a range of up to 15 feet, enabling you to sense objects and creatures without relying on your visual senses.

List of Psionic Powers

You may choose a psionic power from the following list when you learn a new one.

Detection

With your unique psionic powers, you are able to concentrate to sense magical and other unusual auras. By dispensing a use of this power, you are able to cast either *Detect Magic* or *Detect Evil and Good* spells, without any component. You have a number of uses equal to your Sanity modifier, which all come back after finishing a long rest.

Focused Precision

By briefly enhancing your focus and power, you are able to hit your opponents with more precision and put more force behind your attack to penetrate even the toughest of armors. You can use this power as part of an attack to gain advantage on an attack roll. You can use this power a number of times equal to half your Sanity modifier (rounded down) per long rest.

Mind Over Body

Instead of using your physical capabilities to avoid harmful effects, you can use your telekinesis on your own body instead. When making Strength or Dexterity saving throws, you may use your Sanity modifier instead.

Mind's Eye

You can briefly heighten your mental powers, allowing you to quickly analyze your surroundings and react accordingly. Once per short rest, you may use this power whenever you make a Dexterity check or saving throw to give yourself advantage on the roll.

Psionic Defense

Subconsciously using your telekinesis on yourself allows you to evade or resist attacks more easily than using your natural agility. While you are not wearing any armor, your armor class equals 12 + your Sanity modifier.

Psionic Bolt

You can concentrate your psychic energy and fire it forth as a bolt from your hand. This attack works like a cantrip with a range of 120ft and deals 2d4 + Sanity modifier force damage. It only has a somatic component and the bonus to attack roll is equal to proficiency + Sanity modifier. This attack also ignores half cover and three-quarters cover. Psionic Bolt's damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

Complex Countermeasure

Prerequisite: 5th level
By taking a moment to think and focus, you can briefly heighten the power of your psionic abilities. Using a bonus action, you can raise the DC of your next spell or feature that targets a creature by 2. You can use this power a number of times per long rest equal to half your Sanity modifier (rounded down).

Energy Resistance

Prerequisite: 5th level
Over time, your barrier has developed better defenses against particular types of damage. Choose one between fire, lightning and cold. You now have resistance to the chosen damage type as long as your barrier is active. You may choose this Psionic Power more than once, though you must choose a different damage type each time.

Esper's Intelligence

Prerequisite: 5th level
As you learn how to properly use your powers, you began to delve into a specific field in order to heighten your brain's power. Choose two skills between Arcana, History, Investigation, Psicraft, Nature and Religion. You gain proficiency in those skills. If you already have proficiency in the chosen skill, double your proficiency bonus on this skill.

Magic Deflection

Prerequisite: 5th level
While challenging, you have mastered the use of your telekinesis to momentarily manipulate incoming magical attacks. Whenever you are required to make a Dexterity saving throw to halve the damage from a spell, you have the option to grant yourself the benefits of the *Evasion* class feature found in the Rogue or Monk classes. This ability can be used a number of times per long rest, specifically equal to half of your Sanity modifier (rounded down).

Mind Shield

Prerequisite: 5th level
Your psychic barrier has more reserves than other Psions, allowing you to give yourself more protection in dire situations. When you get hit by an attack, you may use your reaction to increase your AC by 5 until the start of your next turn, potentially causing the attack to miss. You can use this feature a number of times per long rest equal to half your Sanity modifier (rounded down). You can use this feature even if your barrier is broken, as you flare up what little is left of it.

PUPPETRY

Prerequisite: 7th level
Instead of grabbing a creature's entire body with your telekinesis, you learned to be precise enough to target only certain parts such as the legs or arms. As an action, you may target an enemy inside your telekinesis range and force them to either move up to their movement speed or drop an item if they fail a Constitution saving throw (DC 8 + proficiency + Sanity modifier). You may use this power a number of times per long rest equal to half your Sanity modifier (rounded down).

TELEKINETIC WAVE

Prerequisite: 7th level
As an action, you can unleash a wave of psychic energy in a 25-foot cone in front of you. All creatures within this cone must make a Strength saving throw, with a DC of 8 plus your proficiency bonus plus your Sanity modifier. On a failed save, they are forcefully pushed back 15 feet.

At 12th level, this power becomes even more potent. It now inflicts 3d6 force damage, or half damage on a successful save. Additionally, the range of the wave increases to 30 feet, and the push distance is extended to 30 feet as well.

Creatures that are pushed into walls suffer 1d6 bludgeoning damage for every 10 feet they are moved. You can use this power a number of times per long rest equal to your Sanity modifier. ;

TRANSLOCATION

Prerequisite: 7th level
Delving into the secrets of psionic abilities gave you access to a unique power. Using a bonus action, you can teleport yourself from your location to any other spot within 15ft that you can see. If you were in a spot already occupied by an object or creature, you take 1d6 psychic damage and the power fails to teleport you.

ENHANCED REGENERATION

Prerequisite: 9th level
With enough focus, your barrier's regenerative capabilities are stronger than other Psions. Your barrier regains 1 additional hit point per round.

FAR VISION

Prerequisite: 9th level
Your ability to manipulate objects at long range got much better with practice. The range of your *Telekinesis* feature is now 30ft longer.

TELEKINETIC CRUSH

Prerequisite: 9th level
As an action, if you have creatures or objects in your telekinetic hold, you can psychically crush them. The affected targets must make a Strength saving throw with a DC of 8 + your proficiency bonus + your Sanity modifier. On a failed save, they suffer magical bludgeoning damage equal to a number of d8s equivalent to your Sanity modifier, while a successful save results in half the damage. Succeeding on the save does not make the creature break free of your grasp. However, if this power is used on non-living objects, the damage inflicted is doubled. For instance, a Psion with an 18 Sanity score would deal 4d8 magical bludgeoning damage.

BARRIER CONVERSION

Prerequisite: 12th level
You gained knowledge of a rare technique that allows you to sacrifice your barrier's strength in order to heal your wounds. As a bonus action, you can reduce a number of your barrier's hit points and gain back hit points equal to that number. However, your barrier's maximum hit points are reduced in accordance to the amount healed. Your barrier returns to normal at the end of a long rest and you cannot reduce your barrier's hit points below 1 using this feature.

MIMIC METAMAGIC

Prerequisite: 12th level
After studying the way of ancient sorcerers could freely manipulate magic, you tried to do the same with your psychic powers. Choose two *metamagic* options from the Sorcerer class. Once per short or long rest, you may choose to apply the effects of one of those metamagic options to any of your features.

PSIONIC ENHANCEMENT

Prerequisite: 12th level
You are able to use your psychic powers on yourself to heighten your strength and agility. When using Athletics or Acrobatics, you may instead use your Sanity modifier. You also gain proficiency in these skills.

PSYCHIC RADAR

Prerequisite: 15th level
Your *Telekinetic Detection* ability is a little more potent than other Psions. The range of your *Blindsight* increases to 20ft and you automatically succeed at any check required to locate a creature within that range, even if they used a magical effect to hide themselves.

SUPERIOR HOLD

Prerequisite: 15th level
Training in telekinetically lifting squirming targets taught you how to keep them from moving when under your hold. When you successfully grab a creature using your telekinesis, they are now *restrained* instead of *grappled*.

THE MANIPULATOR

Manipulators are Psions who choose to focus on harnessing the raw strength of their psychic powers. A highly skilled Manipulator can effortlessly manipulate objects of immense size, effortlessly lifting entire houses into the air and engaging in combat with giant beasts by hurling equally massive boulders at them.

INCREASED POWER

At level 3, he amount of weight you can lift with your *Telekinesis* feature is doubled and you can lift an additional number of objects equal to your proficiency bonus. Furthermore, once per turn, you can gain a bonus to damage of one of your attacks, based on the object's size.

Small objects deal 1d4 bonus damage, Medium objects deal 2d4 bonus damage, Large objects deal 3d4 bonus damage, Huge objects deal 4d4 bonus damage and Gargantuan objects deal 5d4 bonus damage.

In addition, when dealing bonus damage with this feature, you may choose to put more power in your attack at the cost of suffering minor mental damage. As a bonus action on your turn, you can "overload" your psychic powers' output and double the bonus damage dice (this becomes a free action if you are in Absolute Focus state).

However, you take half the damage inflicted by the bonus dice in psychic damage (for example, if you were to overload a Large object, you'd deal 6d4 bonus damage instead of 3d4. You'd then take half the damage the 6d4 inflicted in psychic damage). The Psion doesn't receive additional damage from the bonus dice from critical hits or similar effects.

DEATH GRIP

At level 10, you now have a much easier time in maintaining your enemies. The weight you can lift is tripled. Creatures one size larger than you do not have any bonus on the saving throw and creatures two sizes larger than you get a +4 bonus on their saving throws, the bonus being cumulative for each size category larger than your own.

FOCUSED DESTRUCTION

At 13th level, when you enter your Absolute Focus state, the ground around you starts vibrating and cracking under the sheer force of your power. The area within a 15-foot radius of you becomes difficult terrain. Additionally, creatures that start their turn in this area must succeed on a Strength saving throw (DC 8 + proficiency + Sanity modifier) or be knocked prone by the intense pressure emitted by your body. Fragile objects are also immediately destroyed when you enter Absolute Focus.

EARTH RIP

At level 17, the weight which you can lift with your telekinesis is equal to four times the original value. Furthermore, you have so much raw power that you can rip parts of the ground to be used as projectiles for your attacks. These can be any size you choose, providing there is enough material for you to lift. The locations where you took parts of the ground becomes difficult terrain.

ABSOLUTE DESTRUCTION

At 20th level, you unlock your true destructive potential. While in the state of Absolute Focus, you possess the ability to harness your immense psychic power and generate powerful winds in response to a creature approaching within 30 feet of you. As a reaction, that creature must then succeed on a Strength saving throw (DC 8 + proficiency + Sanity modifier) or become incapable of moving towards you until the beginning of your next turn.

Additionally, any creature of your choosing within the range of this feature must also make a Strength saving throw (DC 8 + proficiency + Sanity modifier) or be forcefully pushed 5 feet away. The wind generated by your power also lessens the momentum of ranged attacks, granting you resistance against them.

Furthermore, your attacks and features gain an additional 1d4 bonus damage, and the radius of your *Focused Destruction* feature is doubled.

THE MYSTIC PSION

Mystic Psions are a unique group of Psions driven by curiosity, as they tirelessly experiment with their powers in an attempt to emulate magic. Through their unwavering diligence, a Mystic Psion gains the ability to harness their psychic energy and replicate arcane spells.

MYSTICAL INTEGRATION

At 3rd level, when you choose this specialization, you gain the following three features:

SPELLCASTING

Your unique way of practicing your psychic powers gave you access to spells. See Chapter 10 of the Player's Handbook for the general rules of spellcasting.

MYSTIC PSION SPELLCASTING

Psion Level	Cantrips Known	Spells Known	–Spell Slots per Spell Level– 1st	2nd	3rd	4th
3rd	3	3	2	–	–	–
4th	3	4	3	–	–	–
5th	3	4	3	–	–	–
6th	3	5	3	–	–	–
7th	3	5	4	2	–	–
8th	3	6	4	2	–	–
9th	3	6	4	2	–	–
10th	4	7	4	3	–	–
11th	4	7	4	3	–	–
12th	4	8	4	3	–	–
13th	4	8	4	3	2	–
14th	4	9	4	3	2	–
15th	4	9	4	3	2	–
16th	4	10	4	3	3	–
17th	4	10	4	3	3	–
18th	4	11	4	3	3	–
19th	4	11	4	3	3	1
20th	4	12	4	3	3	1

PSYCHIC SPELLS

You learn to transmute your psionic energy into magic, allowing you to cast spells.

- You learn three cantrips from the *Wizard's* spell list. You can learn another one at 10th level.
- The Mystic Psion Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

- You know three 1st-level Wizard spells of your choice. The Spells Known column of the Mystic Psion Spellcasting table shows when you learn more Wizard spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. Whenever you gain a level in this class, you can replace one of the Wizard spells you know with another spell of your choice from the Wizard spell list. The new spell must be of a level for which you have spell slots.
- Sanity is your spellcasting ability for your Wizard spells. You use your Sanity whenever a spell refers to your spellcasting ability. In addition, you use your Sanity modifier when setting the saving throw DC for a Wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Sanity Modifier

Spell attack modifier = your proficiency bonus + your Sanity Modifier

Elemental Infusion

You are able to infuse magical energy into the psychic power surrounding the objects you are lifting. At the beginning of your turn and as a free action, you can change the damage type of all objects held by your telekinesis into your choice of fire, cold or lightning.

At 13th level, you can change the damage type to force as well.

Dangerous Manipulation

At level 10, manipulating both magic and psionics becomes second nature to you. If you hit an enemy with a damaging spell, your next attack using your telekinesis can be made with advantage.

Focused Magic

At level 13, when you enter Absolute Focus, you are able to use your substantial power boost to emulate your dispensed magical energy. You may cast spells even if you don't have the spell slot needed to use it. However, using this for a spell gives you an additional point of exhaustion when leaving Absolute Focus.

Supernatural Negation

At level 17, you are able to put a psychic lock onto someone's mind when you hit them with a spell you cast. The target must make a Wisdom save or lose the ability to use supernatural features such as spells, effects given from dispensing any kind of points or anything similar. The saving throw can be repeated at the end of the target's turn. This lasts for 1 minute or until the target succeeds the saving throw.

Absolute Magic

At level 20, you have attained the peak of your control over arcane energies. You can now use your bonus action to cast a spell.

The Psychic Warrior

A Psychic Warrior is an individual who utilizes their psychic powers to forge their own weapons and armor, delving into the art of battle. They excel at occupying the front lines, employing their exceptional psychic equipment to vanquish their adversaries.

Weapon Training

At 3rd level, when you choose this specialization, you gain the following two features:

Martial Training

You trained yourself in battling at melee range. You gain proficiency in light armor, medium armor, shields and simple weapons.

Psychic Weapon

You learn to focus your psychic power, condense it and shape it into a melee weapon of your choosing. You are proficient with your psychic weapon. Creating a weapon takes an action and dissipating it takes a bonus action. This weapon deals damage based on your telekinesis damage and disappears when it leaves your hand.

You can also choose the damage type based on the appearance of your weapon. Your attack bonus when using your psychic weapon is equal to your Sanity modifier + your proficiency bonus.

However, practicing martial combat means you have less time to practice on your telekinesis. The number of objects you can lift and the weight you can support are both divided by two. Instead of gaining extra attacks with your telekinesis at 5th and 13th levels, you gain the *Extra Attack* feature at those levels instead.

Fighting Style

At level 10, practice with your psychic weapon made you very comfortable and efficient on the front lines of battle. When you reach 10th level, you may choose one fighting style as per the Fighter's class feature of the same name. Additionally, when you score a critical hit with your psychic weapon, you can make one additional weapon attack against that creature as part of the same action.

Focused Weapon

At level 13, while in your Absolute Focus state, the power contained in your psychic weapon is heightened. Your melee attacks now critically strike at a range of 18-20 and deal bonus damage equal to your proficiency bonus.

MALLEABLE ENERGY

At level 17, you are now able to control the nature of your psychic weapon when in the middle of combat. The reach of your weapon extends by 5ft and you may use your reaction to make an attack of opportunity when an opponent enters your reach. Furthermore, you are able to change your weapon's appearance and damage type at will, without requiring any action.

ABSOLUTE WEAPON

At level 20, your psychic weapon becomes the absolute tool of destruction. You can add +3 to both attack and damage rolls.

THE PSIONIC GUARDIAN

While many Psions focus on harmful effects with their powers, a Psionic Guardian puts all their time and energy into refining their barrier, eventually becoming a nigh unstoppable tank that rushes through their foes to help allies in need.

BARRIER MASTERY

At 3rd level, when you choose this specialization, you gain the following two features:

SUPERIOR BARRIER

Your barrier becomes a lot more efficient than other Psions. You can add twice your Psion level to your barrier's hit points in addition of its original value. Your barrier is now strong enough to protect you from weather effects and psychic damage. As long as your barrier is active, you can survive in areas without air for as many days as your Psion Level.

SHIELD TRANSFER

You can give your allies a part of your psychic power, protecting them from damage. As a bonus action, you can reduce your barrier's hit points and give a chosen allied target, within 15ft of you, temporary hit points equal to the hit points you substracted from your barrier.

- This number must be equal or less than twice your level.
- These temporary hit points last until they reach 0.
- The temporary hit points given to others do not restore themselves.

SACRIFICIAL PROTECTION

At 10th level, your unwavering dedication to protecting your allies enables you to swiftly come to their aid. As a reaction to an ally being attacked within 30 feet of you, you can move to a space adjacent to your ally or position yourself between them and the attacker. By doing so, you take the damage and any additional effects intended for your ally. Additionally, whenever you move towards an ally, you can use your bonus action to take the *Dash* action.

You can use this feature a number of times equal to your Sanity modifier (minimum of one) before needing to take a short or long rest.

FOCUSED PROTECTION

At level 13, while in your Absolute Focus state, the temporary hit points given to your allies will have the same effects as your barrier. Additionally, the range in which you can transfer your barrier is doubled.

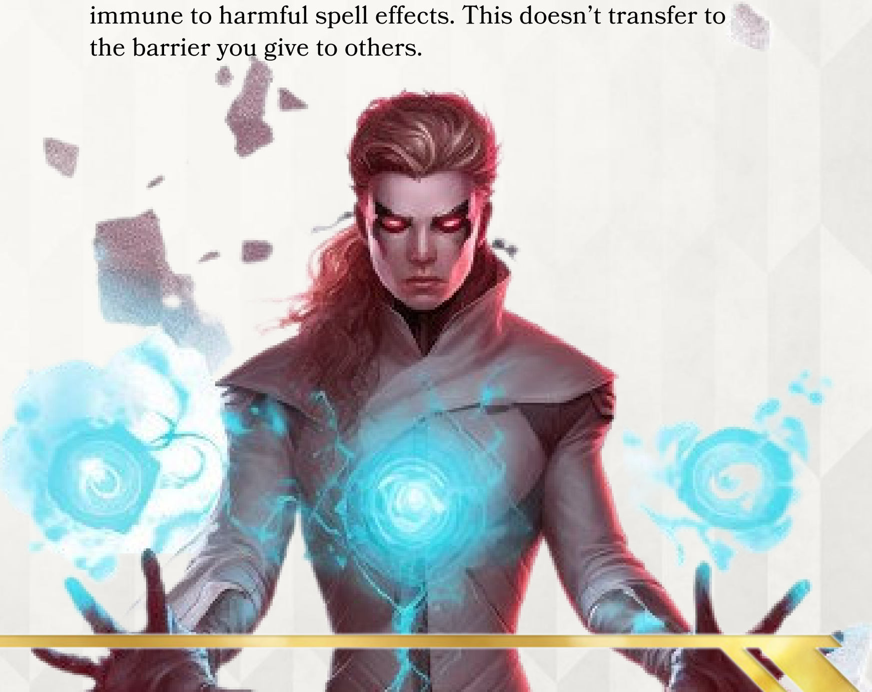
PSIONIC CAGE

At 17th level, you gain the ability to encircle your enemies using segments of your protective barrier. As an action, you can use the *Forcecage* spell without requiring any material components.

You can use this feature a number of times equal to your Sanity modifier per long rest.

ABSOLUTE PROTECTION

At level 20, your barrier has become the ultimate defensive tool. You can add four times your Psion level to your barrier's hit points in addition of its original value and it now restores 8 points each round. Additionally, while your barrier is active, you are immune to harmful spell effects. This doesn't transfer to the barrier you give to others.



The Telepath

Telepaths possess unique abilities that predominantly focus on manipulating the mind rather than altering the surrounding world. As Psions, they possess the capability to engage in mind-to-mind communication, effortlessly reading and transmitting thoughts. Additionally, they wield formidable mental prowess, capable of unleashing potent psychic assaults upon unsuspecting adversaries.

Mind Training

At 3rd level, when you choose this specialization, you gain the following two features:

Telepathic Link

You learn to link your brainwaves with someone else's using psychic powers. As an action, you can link your mind up to a number of creatures equal to your Sanity modifier. You may then communicate instantly with those creatures and they can communicate to each other as well. The range of this ability is equal to your telekinesis range.

Mental Blast

You can forcefully send your mental energy directly into someone else's mind. You can target someone inside your telekinesis range as an action and force them to make a Wisdom saving throw (DC 8 + proficiency + Sanity modifier). On a failure, the target is dealt a number of d6's equal to half your Psion level (rounded down) in psychic damage, as their mind gets invaded by sudden pain, or half damage on a successful save.

You can use this feature a number of times equal to your Sanity modifier (minimum of one) before needing to take a long rest.

Fake Senses

At level 10, you are able to implant false images, sounds and even odors in your opponent's mind. You can force a target to make a Sanity saving throw (DC 8 + proficiency + Sanity modifier). On a failure, you have complete control over what the target can see, hear, feel and even smell for 1 minute. The target can spend an action to repeat the saving throw.

A few example of usage of this ability would be to make the target see only darkness, blinding them, or making them feel nauseated, giving them the *poisoned* condition. Anything is concidered, at the GM's discretion.

You can use this ability a number of times per long rest, equal to your proficiency bonus.

Focused Telepathy

At level 13, when you are in your Absolute Focus state, the range of your *Telepathic Link, Mental Blast* and *Fake Senses* features gets tripled. Furthermore, your experience in directly controlling brain waves gives you resistance to psychic damage.

Mind Control

At level 17, you can now use your telepathic powers to directly control the minds of others. You may now cast *Dominate Monster* as an 8th level spell, without expending any spell slot, a number of times per long rest equal to half your proficiency bonus.

ABSOLUTE TELEPATHY

At level 20, your amount of skill with manipulating the mind is surpassed by none. When in Absolute Focus, the reach of your *Telepathic Link, Mental Blast* and *Fake Senses* feature is now unlimited, though you must still be able to see your target to initiate these abilities. However, you don't need to see your target once the effects have applied. These effects do not subside after leaving Absolute Focus.

THE KINETICIST

Kineticists choose to forgo the raw power given to them by instead manipulating the finer parts of the world. While requiring immense concentration, a powerful Kineticist can manipulate their surroundings on a subatomic level.

PARTICLE PHYSICS

At 3rd level, when you choose this specialization, you gain the following two features:

PRECISION

You become much more precise when using your telekinesis. You can choose one tool proficiency of your choice as well as gain proficiency in either *Sleight of Hand* or *Medicine*. Rolls made using those two skills always use your Sanity modifier as you manipulate them using your psychic powers.

ATOMIC SLASH

Your telekinesis starts being so precise that you can slice through matter with it. On your turn, you can use an action to deal damage to your grappled opponents equal to your telekinesis damage as you cut through their bodies. Furthermore, you can slice through lifeless stone or metal, allowing you to create paths through those materials. You cannot cut through more than 6 inches using this feature.

MOLECULAR DISMANTLING

At level 10, as an action, you can touch an object or a creature and start telekinetically removing the links between all its atoms, slowly disintegrating it. Make a melee attack roll using your telekinesis attack bonus. On a hit, the target must then succeed a Constitution saving throw (DC 8 + proficiency + Sanity modifier) or be dealt 10d6+40 force damage. The damage die are not doubled on a natural 20.

If this damage reduces the target to 0 hit points, it is disintegrated. A creature succeeding in the saving throw is dealt half damage and isn't disintegrated, even if its hit points reach 0. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of dust. The creature can be

restored to life only by means of a true resurrection or a wish spell.

You can use this feature a number of times equal to your proficiency modifier per long rest.

Focused Control

At level 13, the damage you take when leaving Absolute Focus is reduced to 4d6 psychic damage. In addition to this, your control over your telekinesis has become so subtle and precise that you can seal wounds and repair organic tissues. As an action, you can either stabilize a dying creature or heal an ally for a number of d8s equal to your Sanity modifier. The range of this feature is equal to your telekinesis range.

You can use this feature a number of times equal to your proficiency bonus per long rest.

Chemistry Mastery

At level 17, you gain the ability to transmute matter on an atomic scale. By changing the molecular structure of an object in your telekinesis' range, you can transform it into any other object of similar size without limit (at the GM's discretion). This does not allows for the creation of magic items, though magic items themselves can be transmuted, keeping their magic in the process.

You can use this feature a number of times equal to your Intelligence modifier per long rest.

Absolute Control

At level 20, your control over your psychic powers has reached its peak. You no longer receive damage nor a level of exhaustion when you exit Absolute Focus. You do, however, gain exhaustion level if you use features that require short or long rests before being able to be used again.

Furthermore, your *Molecular Dismantling* can be used at a range equal to your telekinesis range and doesn't need an attack roll anymore.

The Telekinetic Combatant

Telekinetic Combatants fight in a unique way; by imbuing their fists and feet with psychic powers, they are able to amp their natural capabilities and achieve physical feats unattainable by other Psions.

Psionic Enhancement

At level 13, you learn to concentrate your psychic energy into your fists. You gain proficiency in unarmed attacks and may use those instead of regular telekinesis attacks. Furthermore, you may use your bonus action in order to make an additional attack.

Practicing martial combat, however, means you have less time to practice on your telekinesis. The number of objects you can lift and the weight you can support are both divided by two. Instead of gaining extra attacks with your telekinesis at 5th and 13th levels, you gain the *Extra Attack* feature at those levels instead.

By mixing your psionic abilities with your own natural speed, you are also able to move much faster than normal. You gain a +10 to your base movement speed. This bonus increases to +15 at 6th level, +20 at 10th level, +25 at 14th level and +30 at 18th level.

Finally, you may take the *Dash* or *Disengage* actions as a bonus action.

Martial Fighter

At level 10, your natural capabilities as a melee fighter are unnaturally high for a Psion. You have advantage on initiative rolls. Furthermore, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Focused Movement

At level 13, the amount of power you can put in your movements gets matched by none. When in Absolute Focus, your movement speed is doubled and you can make an additional attack when taking the Attack action.

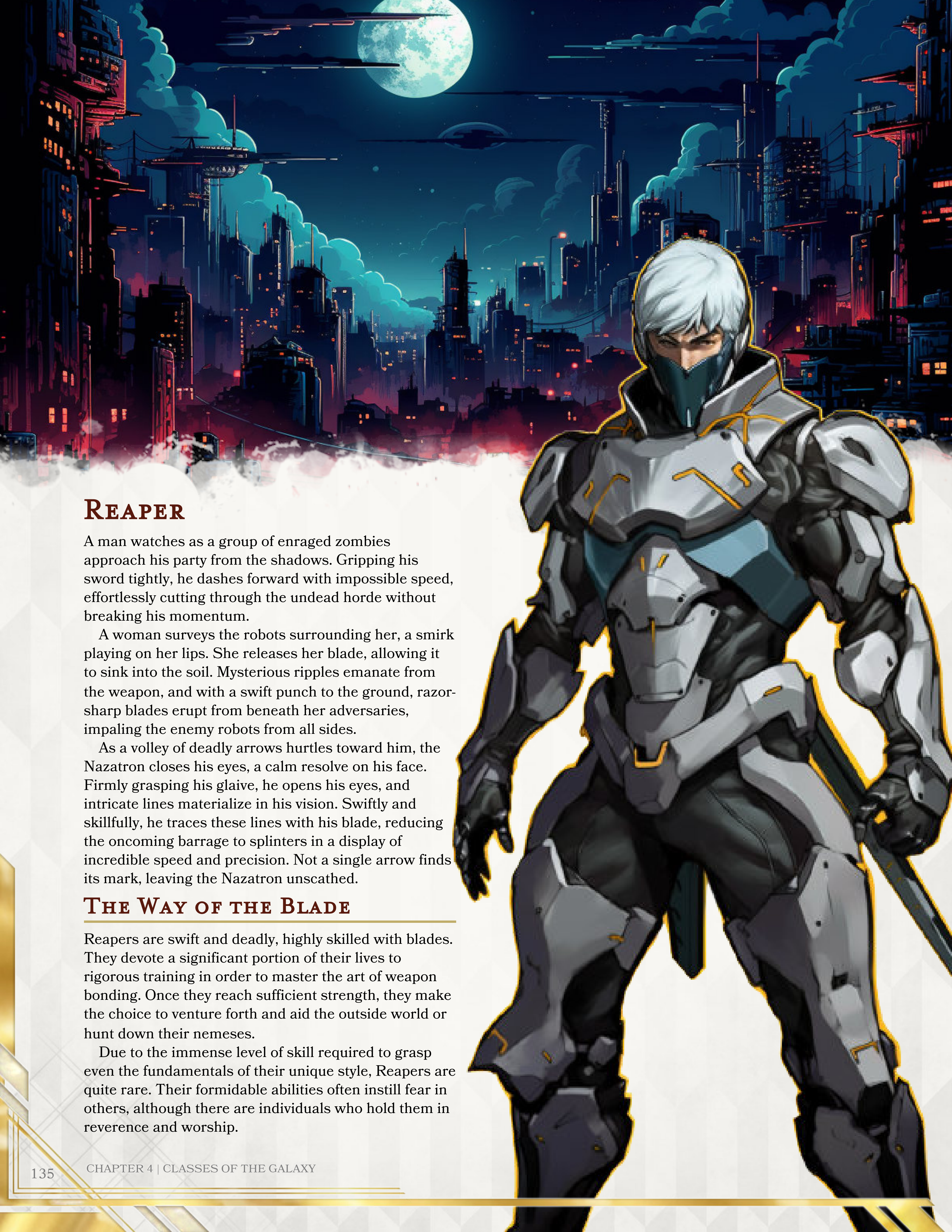
Shockwaves

At level 17, your strikes now create powerful psychic shockwaves from the sheer amount of power and speed you display. When you hit an enemy with a melee attack, you can create a powerful wave of energy. If you do so, all creatures in a 15 foot cone behind the target (including the target itself) take force damage equal to half the damage done in the initial attack.

You can use this feature a number of times equal to your Sanity modifier per short rest.

Absolute Movement

At level 20, your physical power gets abnormally strong because of your psychic powers imbuing your body. When in Absolute Focus, you can *Dash* as a free action and your attacks always apply your *Shockwaves* feature, which does not count against the number of uses you have left.



Reaper

A man watches as a group of enraged zombies approach his party from the shadows. Gripping his sword tightly, he dashes forward with impossible speed, effortlessly cutting through the undead horde without breaking his momentum.

A woman surveys the robots surrounding her, a smirk playing on her lips. She releases her blade, allowing it to sink into the soil. Mysterious ripples emanate from the weapon, and with a swift punch to the ground, razor-sharp blades erupt from beneath her adversaries, impaling the enemy robots from all sides.

As a volley of deadly arrows hurtles toward him, the Nazatron closes his eyes, a calm resolve on his face. Firmly grasping his glaive, he opens his eyes, and intricate lines materialize in his vision. Swiftly and skillfully, he traces these lines with his blade, reducing the oncoming barrage to splinters in a display of incredible speed and precision. Not a single arrow finds its mark, leaving the Nazatron unscathed.

The Way of the Blade

Reapers are swift and deadly, highly skilled with blades. They devote a significant portion of their lives to rigorous training in order to master the art of weapon bonding. Once they reach sufficient strength, they make the choice to venture forth and aid the outside world or hunt down their nemeses.

Due to the immense level of skill required to grasp even the fundamentals of their unique style, Reapers are quite rare. Their formidable abilities often instill fear in others, although there are individuals who hold them in reverence and worship.

Racial Prerequisites

All races are able to chose the path of a Reaper, without any exception. It is up to you to create the best fitting background for your character.

The Reaper

Level	Proficiency Bonus	Features	Techniques
1st	+2	Reaper Techniques, Bonded Weapon, Prodigious Smith	1
2nd	+2	Lethal Precision, Battle Stance	2
3rd	+2	Reaper Discipline Choice	3
4th	+2	Ability Score Improvement	3
5th	+3	Lethal Precision Improvement, Tactical Fighter	4
6th	+3	Reaper Discipline Feature,Improved Bound Weapon	4
7th	+3	Evasion	5
8th	+3	Ability Score Improvement	5
9th	+4	Prodigious Smith Improvement	6
10th	+4	Reaper Discipline Feature	6
11th	+4	Lethal Precision Improvement	7
12th	+4	Ability Score Improvement	7
13th	+5	Prodigious Smith Improvement	8
14th	+5	Reaper Discipline	8
15th	+5	Prodigious Smith Improvement	9
16th	+5	Ability Score Improvement	9
17th	+6	Lethal Precision Improvement	10
18th	+6	Shadowless Strike	10
19th	+6	Ability Score Improvement	10
20th	+6	Execution	10

Class Features

As a Reaper you gain the following class features:

Hit Points

Hit Dice: 1d8 per Reaper level
Hit Points at 1st level: 8 + Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + Constitution modifier per Reaper level after 1st

Proficiencies

Armor: Light armor, medium armor, shields
Weapons: Simple weapons and martial weapons
Tools: Smith's tools
Saving Throws: Dexterity, Strength
Skills: Choose 3 from Acrobatics, Athletics, Deception, Insight, Intimidation, Medicine, Perception, Performance, Persuasion, Religion, Stealth and Survival

Equipment

You start with the following equipment:

- *(a)* a rapier or *(b)* a martial weapon
- Iron mail
- 5 x Daggers

Reaper Techniques

At 1st level, your study of combat with blades leads you to discover special techniques. You gain one technique of your choice for which you meet the prerequisites. You learn additional techniques as you gain levels in this class, as shown on the Techniques column on the Reaper table. Additionally, when you gain a level in this class, you can choose one of the techniques you know and replace it with another one that you could learn at that level. Your techniques options are detailed later.

If one of your techniques calls for a saving throw, its DC is calculated as follows (unless stated otherwise):

Technique save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Spell attack modifier: Some techniques require you to make a spell attack. Your spell attack modifier equals 8 + your proficiency bonus + your Wisdom modifier.

Prodigious Smith

As a student of the blade, you learn not only how to use, but how to forge your weapons. At 1st level, whenever you use the Smith's Tools, the result of your roll can never be less than your level in this class .

In addition, you expand your knowledge about topics concerning forging and crafting blades. Chose one of the following skills: Arcana, History, Technology or Investigation. When you make a Smith's Tools check related with the chosen skill, you can roll the check with advantage. You can chose an additional skill at 9th, 13th and 15th level with this class.

BONDED WEAPON

At 1st level, your connection with your weapon allows you to channel your technique through a particular weapon. Whenever you finish a long rest, you can touch a weapon, and bond with it. You can chose one of the following weapons as your bonded weapon: battleaxe, dagger, glaive, greataxe, greatsword, halberd, handaxe, longsword, rapier, scimitar or shortsword.

While you are wielding your bonded weapon and not wearing armor or shield, your Armor Class equals 10 + your Dexterity modifier + your Wisdom modifier. When you make an attack with a light or finesse bonded weapon, you can use your Wisdom modifier, instead of your Strength or Dexterity, for attack and damage rolls. Also, you cannot be disarmed.

You actively move your blade, using the connection between you and your bonded weapon to fend off enemies. While wielding your bonded weapon you can use your reaction to gain resistance to any type of damage until the beginning of your next turn. Every time you reduce damage in that way, your weapon takes an equal amount of damage.

Your bonded weapon has a number of hit points equal to 5 + (5 x Reaper level). If your weapon is reduced to 0 hit points, it is chipped and cannot be used until is repaired. When you take a long rest, you can repair your weapon to its full hit points, if you have a smith's tools in hand.

Starting at 5th level, when you make a melee weapon attack with an bonded weapon, you can make an additional attack using that weapon as a bonus action.

BATTLE STANCE

At 2nd level, while wielding your bonded weapon, you can assume a battle stance, as a bonus action. You remain on your stance until you drop to 0 hit points, become unconscious or chose to drop the stance, as a bonus action.

Offensive Stance. As a bonus action, you can assume a offensive stance. In this stance, all attacks against you are made with advantage, but you can make a melee weapon attack on your turn, without spending an action. On a hit, you deal damage equal to the damage die of your weapon, without any bonuses or modifiers. Each turn you start on this stance, you gain temporary hit points equal to half your Reaper level. These hit points last until the beginning of your next turn or the next time this ability triggers.

Defensive Stance. As a bonus action, you can assume a defensive stance. While in defensive stance, your AC gains a +2 bonus. In addition, you have advantage on Wisdom saving throws against be *frightened* or *charmed*. However you cannot move if you attacked this turn. The AC bonus increases to +3 at level 9 and +4 at level 16.

LETHAL PRECISION

Starting at 2nd level, you have developed your technique with weapons, aiming to end fights with one clear strike. Once in each of your turns, when you take the Attack action and hit a creature with an attack from your bonded weapon, you can add 1d6 to the damage of successful attacks with that weapon.

As you gain levels in this class, your damage increases, increasing in one die at 5th level (2d6), at 11th level (3d6), and 17th level (4d6).

REAPER DISCIPLINE

At 3rd level, you choose a discipline that shapes the nature of your attack. Choose *the Bladedancer* or *the Shadowdragon* discipline, both of which detailed later. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

TACTICAL FIGHTER

At 5th level, you gain the ability to employ supernatural fighting techniques that grant you an advantage in combat. Once during each of your turns, you can utilize one of the tactics below. You can't use the same tactic in two consecutive turns.

Distracting Movement. As a bonus action, each creature within 5 feet of you can't take reactions until the start of its next turn.

Mindful Defense. As a bonus action, until the beginning of your next turn, you reduce all incoming damage by an amount equal to your Strength modifier.

Aerial Corridor. As a reaction when falling or as a bonus action on your turn, you can swiftly maneuver through the air, moving a distance up to half your movement speed.

IMPROVED BOUND WEAPON

Starting at 6th level, your attacks made with your bound weapon count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

EVASION

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

SHADOWLESS STRIKE

Starting at 18th level, you can draw your weapon and strike with an uncanny speed. If you take the Attack action on your first turn of a combat, you can make one additional melee weapon attack as part of that action.

EXECUTION

At 20th level, you learn how to focus all your energy and strength in a vital spot of your enemy. When you hit an creature with an attack, you can force the creature to make a Constitution saving throw against a DC equal 8 + your proficiency bonus + your Dexterity or Strength modifier (your choice). On a failure, a creature with 100 hit points or less dies instantly. If the creature has more than 100 hit points, it takes 10d10 additional damage. On a success, a creature takes half this bonus damage. Once you use this feature, you can't do it again until you complete a long rest.

TECHNIQUES

Your techniques count as magical. If a technique has prerequisites, you must meet them to learn it. You can gain a technique at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

BLINK

At the start of your turn, you can chose to teleport to an unoccupied location of your choice up to 15 feet away that you can see, using your movement speed.

UNCANNY DASH

When you take the *Dash* action, you can move over water as if it were solid ground, and on vertical surfaces.

In addition, at 5th level, when you Dash, you can treat air as if it were difficult terrain, allowing you to move trough the air. You must end your movement on the ground or else you fall.

END HIM

If you bond with a greatsword, longsword, shortsword or scimitar, you can unscrew the pommel of your sword and use it as a weapon. The pommel is a ranged weapon with a range of 60/180. If you use the pommel of your bonded weapon, you can add your Wisdom modifier, instead of Strength or Dexterity, for the attack and damage rolls. On a hit, the pommel deals 1d8 bludgeoning. When you make a melee weapon attack with your bonded weapon, you can make an additional ranged attack with the pommel as a bonus action.

You can also use the pommel to distract the target, as an action, instead of deal damage with it. If you do so, the next attack against the target is made with advantage.

CONCEAL PRESENCE

As an action, you become invisible until the beginning of your next turn, or until you make an attack, cast a spell, or use a Reaper technique. You cannot use this technique in two consecutive turns. You can use this feature a number of times equal to your Dexterity modifier (minimum once). Once you spend all your uses, you can't use it again until you complete a long rest.

EVASIVE FOOTWORK

As an action, you start to actively dodging any attacks thrown at you. For 1 minute, any creature has disadvantage on attack rolls against you. Once you use this technique, you can't use it again until you finish a long rest.

WEAPON THROWER

You learn how to throw any type of weapon, up to a short range of 30 feet and a long range of 60 feet. If your weapon has already the throwing property, you double both the short and range distance of that throw.

LAST STAND

You have full control over your body. When your hit points drops to 0, but doesn't kill you outright, you regain 1 hit point. The effects of the feature only work once, and you can use it again after completing a long rest.

IMPROVED DEFENSES

You can use objects such as tables, chairs, or doors as cover, gaining +1 AC for each object within a 5-foot radius between you and the attacker. This feature is only effective against ranged attacks.

UNCANNY CLIMBER

You gain a climbing speed equal to your walking speed. In addition, if you have a weapon in one of your hands, you can use that weapon to allow you to move across vertical surfaces and along ceilings, leaving the other hand free.

VERSATILE WEAPON

You can use your weapon in a number of different ways, as follow:

Unlocking Doors. As an action, you can use any light melee weapon you are proficient with as a thieve's tools and a woodcarver's tools, and you are considered proficient with both while you are wielding the weapon.

Weapon Climbing. As a bonus action, you can use a one handed weapon to help you to climb, giving you advantage in any Strength (Athletics) checks you make for climbing.

Menacing Posture. While wielding any weapon you are proficient with, you can add your Dexterity or Strength modifier (whichever is higher) to any Charisma (Intimidation) checks you make.

Long Jump. You can use the glaive and the halberd to get an extra lift on a jump. You gain advantage on Strength (Athletics) or Dexterity (Acrobatics) related to jumps, while wielding those weapons.

CUTTING WAVES

As an action, you can swing your bonded weapon, creating a cutting wave of air against a target you can see within 30 feet. Make a ranged weapon attack againsst the target using your Strength or Dexterity modifier. On a hit, the wave deals 1d6 slashing damage. You can generate more waves as you gain levels in this class: 2 weaves at 5th level, 3 at 11th level and 4 at 17th level. You can direct the weaves at the same target or at different ones.

SHADOW WARRIOR

Prerequisite: Shadow Dragon Discipline

As an action, while wielding your bonded weapon, you can make your shadow raise and attack your foes, on a unoccupied space you can see within 5 feet of you. The Shadow Warrior has AC 10 and 30 hit points. Reducing the Shadow Warrior to 0 hit points destroys it, or if it moves further than 60 feet of you or after 1 minute. You can command your Shadow Warrior mentally to move, without requiring an action, 30 feet in any direction.

As a bonus action in each of your turns, you can command your Shadow Warrior to make a melee attack against a creature within 5 feet of it, using your spell attack modifier, dealing damage equal to 1d8 necrotic.

You can summon your shadow warrior a number of times equal to your Wisdom modifier, being unable to do it again until you complete a short or a long rest.

DISARMING MOVEMENT

As an action, while wielding any weapon you can bond with, you can move through the battlefield disarming your opponents. When using this feature, you can pass trough the space occupied by a creature, and your movement doesn't provoke attacks of opportunity. Any creature in your path that is wielding a weapon, must make a Strength saving throw (DC= it automatically drops it. You can use this feature twice, being unable to use it again until you complete a short or a long rest.

EXTRA ATTACK

Prerequisite: 5th level

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Elemental Discipline

Prerequisite: 5th level

As an action, you can infuse your bonded weapon with elemental energy, unleashing a potent strike imbued with elemental power. Your Precise Strike damage is not added to this attack. Upon activating this feature, you may select one of the following effects:

Fire: Your weapon's blade becomes enveloped in scorching flames, and you unleash a melee spell attack. On a successful hit, every creature within 5 feet of the target (including the target itself) must make a Dexterity saving throw. Those who fail the save suffer 2d6 fire damage, with an additional 2d6 fire damage at the start of their next turn. On a successful save, the damage is halved, and they do not take any additional damage at the start of their next turn.

Ice: Your weapon's blade freezes over, and you unleash a melee spell attack. On a successful hit, each creature within 5 feet of the target (including the target itself) must make a Constitution saving throw. Those who fail the save suffer 2d6 cold damage and have their movement speed halved until the end of their next turn. On a successful save, the damage is halved, and their movement speed remains unaffected.

Lightning: Your weapon's blade crackles with electrical energy, and you unleash a melee spell attack. On a successful hit, each creature within 5 feet of the target (including the target itself) must make a Dexterity saving throw. Those who fail the save suffer 2d6 lightning damage and are unable to take reactions until the end of their next turn.

The effectiveness of this feature improves as you progress in this class. The damage increases by 1d6 at level 11 and then at level 17.

High Jumps

Prerequisite: 5th level

You can cast the *jump* spell on yourself at will.

Versatile Technique

Prerequisite: 5th level

You gain one technique of your choice that does not have prerequisites. This technique does not count against your total number of techniques known. You can use your action to change this technique into any other technique of your choice that does not have prerequisites. Once you do so, you can't change this technique again until you finish a long rest.

Retaliation

Prerequisite: 5th level

You can make a reflexive attack when you are damaged. When you take damage from a creature that is within 5 feet of you, you can use your reaction to deal damage to that creature equal to your Precise Strike damage.

Residual Image

Prerequisite: 9th level
You learn how to move so fast, to the point you appear to be in two places at the same time. As a bonus action, you create an illusory copy of yourself. The copy remains for 1 round and, for the duration, mimics your movements and actions, shifting positions with you. Each time a creature targets you with an attack, roll a d20. If you roll an 11 or higher, the strike targets the copy.

The copy has an AC equal 10 + your Dexterity modifier, and it is destroyed on a successful hit. The duplicate is not considered magical.

Swift Striker

Prerequisite: 9th level
You can cast *steel wind strike* once at will. You can't do it again until you complete a long rest.

Iron Rage

Prerequisite: 9th level
As an action, while wielding your bonded weapon, you can enter a trance-like state called *Iron Rage*. It lasts for 1 minute and grants you the following benefits:

- You can use your reaction to make an opportunity attack against any enemy that moves within your reach.
- At the start of each of your turns, every enemy within 5 feet of you must succeed on a Dexterity saving throw or take damage equal to your weapon damage.
- At the end of each of your turns, choose one creature within your reach. That creature must succeed on a Strength saving throw or become stunned until the end of your next turn. A stunned creature can use its action to make a Strength saving throw against your spell save DC, ending the effect on itself on a success.
- As a bonus action on your turn, you can dash towards an enemy and make a weapon attack against it. On a hit, the target takes damage and must succeed on a Strength saving throw or fall prone.

Once you use this technique, you can't use it again until you complete a long rest.

Precise Strike

Prerequisite: 9th level
On an attack roll using your bonded weapon, you now strike with a critical on a roll of 19-20.

Wind Rider

Prerequisite: 11th level
You gain additional movement speed of 10 feet. In addition, when you move at least 20 feet to make an attack, you add 1d12 damage on a success.

Improved Blink

Prerequisite: 11th level, Blink technique
You can blink behind an opponent at breakneck speed and attack them. As a bonus action, choose a target that is at least 20 feet away from you, and you can teleport to an unoccupied position you can see within 5 feet of it. For the rest of your turn, each weapon attack against this target with your bonded weapon gains advantage and deals an additional 1d10 psychic damage. You can use this ability a number of times equal to your Wisdom modifier (minimum of 1), regaining the ability to do so after a long rest.

Improved Precise strike

Prerequisite: 13th level, Precise Strike
On an attack roll using your bonded weapon, you now strike with a critical on a roll of 18-20.

Blade Flourish

Prerequisite: 13th level
You can twist and swing your bonded weapon, mesmerizing an humanoid creature within 30 feet of you. The target must succeed on a Wisdom saving throw or be *charmed* by you for up to 1 minute. While charmed, the target is *incapacitated* and its speed is 0. This effect ends early if the creature takes damage or if you use this technique again, against another creature. If the creature succeed on the saving throw, it is immune to the effect for 24 hours.

Absorb Magic

Prerequisite: 13th level
As a reaction when a spell of 1st to 5th level that have you as a target is cast, you can nullify it and trap it within your bonded weapon. You can only store one spell on the weapon at a time. While wielding the weapon, you can cast the spell stored, expending it. You use the same modifiers, save DC and spell slot level of the original caster.

Greater Precise Strike

Prerequisite: 17th level, Improved Precise Strike
You are able to strike with a critical on a roll of 17-20 when attacking with your bonded weapon.

Hardened Steel

Prerequisite: 17th level
You reinforce your bonded weapon, making it more resistant to harm. As a result, your bonded weapon has resistance to bludgeoning, piercing and slashing damage.

IMPENETRABLE DEFENSE

Prerequisite: 17th level
For 1 minute, whenever you use your reaction to absorb damage with your bonded weapon, both you and the weapon become resistant to all forms of damage. If you already have resistance to a damage type, you gain immunity instead. You can use this feature once per long rest.

TACTICAL MASTER

Prerequisite: 17th level
You can use two of your *Tactical Fighter* techniques as a bonus action.

KENSAI

Prerequisite: 17th level
Your bonded weapon gains a +2 bonus to both attack rolls and damage rolls.

DISCIPLINE OF THE SHADOWDRAGON

With the soul of a shadow dragon seized by the blade's initial owner, it binds itself to you, granting you the power to manipulate darkness at your command.

DARK SECRETS

At level 3, you learn how to manipulate the darkness and the shadows, using them as weapons. You can now cast the spells *darkness* and *shadow blade* at will. When you cast *shadow blade*, the weapon created is considered a bonded weapon for you. You can cast each spell once, being unable to use it again until you complete a long rest. In addition, you can see through both magical and nonmagical darkness, up to a range of 60 feet. Wisdom is your spellcasting ability for these spells.

At 6th level, you gain one additional use of each spell. You can spend two uses of *shadow blade* at once, to cast it as a 3rd level spell.

At 14th level, when you cast spells using this feature, the spells don't require concentration.

SHADOW STEP

At level 6, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see, that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of your turn.

SHADOW BLADES

At 10th level, you summon blades made of shadows to attack your enemies. You can cast *arms of hadar* at will. You add your *Lethal Precision* damage to the damage of this spell. Wisdom is your spellcasting ability for this spell.

SHADOW STEP

At level 14, you can shape the shadows around you in a form of a huge shadow dragon. You can cast the spell *illusory dragon* once. When you do this, you can't do it again until you complete a long rest. Wisdom is you spellcasting ability for this spell.

DISCIPLINE OF THE BLADEDANCER

Your skill with your blade surpasses even your master's expectations. Your mind and perceptiveness are at impressive levels, and your ability to react so fast is seemingly clairvoyant.

LEVEL 3

At 3rd level, when you choose this discipline, you gain the following two features:

NIMBLE PERFORMANCE

You learn how to move with incredible swiftness and nimbleness as a dancer, being at the same time impressive and terrifying. You gain proficiency in the *Performance* and *Intimidation* skill. While wielding a light, finesse or bonded weapon, you can use your Dexterity instead of your Charisma modifier when making checks with those skills.

BLADE DANCE

You learn how to spin and move through your enemies, as if you were dancing. As a bonus action, you start the *Blade Dance* that lasts for 1 minute, gaining the following benefits:

- Your movement speed is increased by 10 feet.
- When a creature misses an attack against you, you can use your reaction to perform an attack against it.
- Your movement does not provoke opportunity attacks.
- When you have spent your movement for the turn, You gain +2 to your proficiency bonus until the end of this turn.

You can use this feature thrice per long rest. You gain an additional use at 6th, 10th and 14th level.

DEFLECT MISSILES

At level 6, while wielding your bonded weapon, you can use your reaction to deflect the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your Reaper level.

ENTHRALLING PERFORMANCE

At level 10, during *Blade Dance*, you can use your action to cause any creature that can see you within 60 feet, to make a Wisdom saving throw against a DC of 8 + your proficiency bonus + your Dexterity modifier. On a failed save, each creature is *charmed* until the end of your next turn.

STEEL HURRICANE

At level 14, you learn to attack enemies on all sides. As an action, you are able to spin with your weapon, attacking all hostile creatures in a 10 foot radius, dealing 6d10 slashing damage. All creatures caught in the attack radius must make a Dexterity save of DC 8 + your proficiency bonus + your Dexterity modifier, taking half damage on a successful saving throw.

Sky Templar

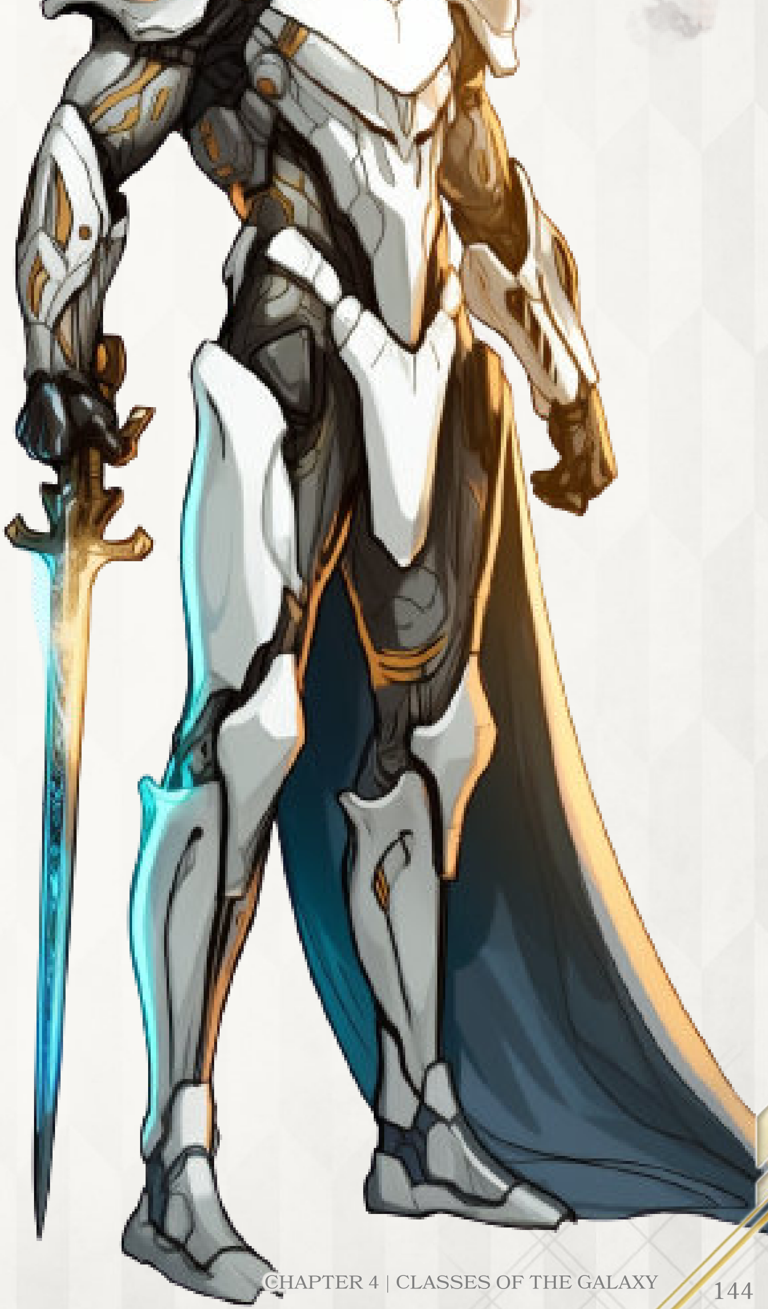
A young Soremorani heeds the call as the land faces a grave threat—a Star Demon seeking conquest. Wielding his blade with unwavering resolve, he establishes the Inquisition, rallying an army of allies to vanquish the foul demon and banish it back to the stars whence it came.

A Human woman blossoms within the serene confines of a monastery, embracing a life of tranquility and devotion. However, her peaceful existence shatters when a Mender returns afflicted by a peculiar curse that afflicts his mind and wastes his body. Driven by an unyielding determination to save him, she embarks on a quest to uncover the origin of this curse and quells a cult of undead who seek to resurrect an ancient lich, thus freeing the Mender from his tormented affliction.

An Aramassrizi unearths a sinister plot to ravage his city and obliterate all within. With cunning precision, he subjects the lone surviving human to interrogation, extracting a name from his trembling lips. Armed with this newfound knowledge, he covertly gathers evidence against the individual over the course of several days, meticulously preparing to storm the man's planet and bring him to justice, placing him under arrest.

God's Hand

A Sky Templar's purpose is to hunt down enemies and destroy them before they can act. The Sky Templar holds a rank above the government, granting them the autonomy to act independently and follow their own judgment. It is crucial to understand that a Sky Templar is an agent of the Astral Gods, not the government. With their proficiency in interrogation, divine magic, and hunting tactics, they prove highly effective in neutralizing threats before they can escalate.



RACIAL PREREQUISITES

All races are able to chose the path of a Sky Templar without exceptions. It is up to you to create the best fitting background for your character.

THE SKY TEMPLAR

					— Spell Slots Per Spell Level —				
Level	**Proficiency Bonus**	**Features**	**Cantrips Known**	**Judgment Uses**	**1st**	**2nd**	**3rd**	**4th**	**5th**
1st	+2	Favored Weapon, Judgment, Mortal Sense	0	1	—	—	—	—	—
2nd	+2	Spellcasting, Cunning Initiative	3	1	2	—	—	—	—
3rd	+2	Sky Templar School Choice	3	2	3	—	—	—	—
4th	+2	Ability Score Improvement	4	2	3	—	—	—	—
5th	+3	Extra Attack	4	2	4	2	—	—	—
6th	+3	Divine Fury	4	3	4	2	—	—	—
7th	+3	Sky Templar School Feature	4	3	4	3	—	—	—
8th	+3	Ability Score Improvement	4	3	4	3	—	—	—
9th	+4	Proficient Initiative	4	4	4	3	2	—	—
10th	+4	Dual Judgment	5	4	4	3	2	—	—
11th	+4	Stalwart	5	4	4	3	3	—	—
12th	+4	Ability Score Improvement	5	5	4	3	3	—	—
13th	+5	Blessed Destruction	5	5	4	3	3	1	—
14th	+5	Exploit Weakness	5	5	4	3	3	1	—
15th	+5	Sky Templar School Feature	5	6	4	3	3	2	—
16th	+5	Ability Score Improvement	5	6	4	3	3	2	—
17th	+6	—	5	6	4	3	3	3	1
18th	+6	Grand Inquisitor	5	7	4	3	3	3	1
19th	+6	Ability Score Improvement	5	7	4	3	3	3	2
20th	+6	True Judgment	5	7	4	3	3	3	2

CLASS FEATURES

As a Sky Templar you gain the following class features:

HIT POINTS

Hit Dice: 1d8 per Sky Templar level
Hit Points at 1st level: 8 + Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + Constitution modifier per Sky Templar level after 1st

PROFICIENCIES

Armor: Light and Medium
Weapons: Simple, Martial, Deity's Favored Weapon
Tools: Disguise Kit, Thieves Tools

Saving Throws: Charisma, Dexterity
Skills: Choose 2 from the following Deception, Insight, Persuasion, Stealth, Survival, Religion

EQUIPMENT

You start with the following equipment:

- *(a)* one simple weapon or *(b)* a laser pistol and 20 energy cells
- Deity's Favored Weapon
- *(a)* a martial weapon or *(b)* a dagger
- Iron mail, a tablet with your deity's teachings, one holy symbol

FAVORED WEAPON

(Quick note: The favored weapon of your deity is essentially the weapon most associated with that deity or their followers. Traditionally this could be any weapon simple, martial, or exotic and it is up to you and your GM to decide what weapon represents your deity.)

At 1st level, you are proficient with the favored weapon of your deity even if you don't normally have proficiency with that weapon type.

At 3rd level, when wielding your deity's favored weapon, you can imbue the weapon once per long rest to gain one of the following benefits:

- Attacks against enemies of your opposing alignment or those who worship enemies of your deity gain a +1 on both attack and damage rolls.
- Your weapon deals an additional 1d4 radiant damage.

JUDGMENT

At 1st level, you can pronounce Judgment upon your enemies as a bonus action. When Judgment is called you receive a divine bonus based on the type of Judgment. You may call each type of Judgment once.

Destruction: Divine wrath empowers your weapon, making each swing a deadly strike. You gain a +1 bonus to damage rolls.

Justice: Your weapon will swing true and strike with presicion. You gain a +1 bonus to attack rolls.

Healing: Divine light closes your wounds and heals your injuries. You heal 1 hit point on the start of your turn.

Protection: Your form is that of iron and attacks against you are made in vain. You gain a +1 to your Armor Class.

Divinity: You are chosen by the gods themselves to succeed. You gain a +1 bonus to skill checks.

Purity: The arcane holds no sway over you. You gain a +1 to saving throws versus spells.

Resistance: A layer of divine power protects you from the harmful energies of the world. You gain resistance to one of the following damage types: Acid, cold, lightning, or fire (empowering this allows you to choose additional energies).

Resilience: The powers of the divine purge your body of harm. You gain a +1 to saving throws versus physical effects such as poison or paralysis.

Additionally, you can sacrifice a spell slot to enhance the called Judgment. You can invoke Judgment a number of times equal to your Charisma modifier per long rest. The effect of Judgment lasts for 1 minute. Even if you become *frightened, panicked, paralyzed, stunned*, or *unconscious*, Judgment does not end, but you will not receive the bonus until you are restored.

During combat, you can swap Judgments as a bonus action. However, when swapping, it reverts to its base level and requires another spell slot to empower it. The bonus of Judgment increases by the level of the expended spell slot. For example, using a level 3 spell slot raises the bonus to +4.

MORTAL SENSE

At 1st level, the Sky Templar's senses of sight and hearing have been honed to a remarkable extent, especially when it comes to gathering information. Whenever you make an Insight check to determine if someone is lying, withholding information, or similar situations, you can request the GM to consider if your Mortal Sense detects anything unusual.

The GM must make a Charisma saving throw, with a DC equal to 8 plus your proficiency bonus plus half of your Charisma modifier (rounded down), for the character in question. If the GM fails the saving throw, they unwittingly reveal a subtle clue or mannerism that only your heightened senses can perceive. However, this ability does not provide you with explicit knowledge of the truth, so you still need to make the Insight check. Nevertheless, if you witness the clue, you have advantage on your Insight check.

CUNNING INITIATIVE

At 2nd level, your charm helps you confidently lead your allies into battle. You may now add your Charisma modifier to your initiative rolls.

SPELLCASTING

Due to your unique connection to your deity you have been granted the ability to tap into their divine power and cast magic through your own charm and ambition.

CANTRIPS

At 2nd level, you know 3 Cantrips of your choice from the Sky Templar spell list. You learn additional Cantrips of your choice at higher levels, as shown in the Cantrips known column of the Sky Templar table.

SPELL SLOTS

The Sky Templar table shows how many spell slots you have at your disposal. To cast a spell you expend a spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of Sky Templar spells that are available for you to cast, choosing from the Sky Templar spell list. When you do so, choose a number of Sky Templar spells equal to your Charisma modifier + half your Sky Templar level, rounded down (minimum of 1 spell). The spells must be of a level for which you have Spell Slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of Sky Templar spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your Sky Templar Spells, since their power derives from the force of your personality. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when Setting the saving throw DC for a Sky Templar spell you cast and when making an Attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma Modifier
Spell attack modifier = your proficiency bonus + your Charisma Modifier

Spellcasting Focus

You can use a holy symbol as a spellcasting focus for your Sky Templar spells.

Sky Templar School Choice

At 3rd level, you choose a school for your Sky Templar. Choose between *the Commander* or *the Crusader* schools, both detailed later. Your choice grants you features at 3rd level and again at 7th and 15th levels.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Starting at 5th level, you may attack twice instead of once when you take the Attack action on your turn.

Divine Fury

Starting at 6th level, you can imbue one of your weapons with radiant light against an enemy type as a bonus action. This ability lasts for rounds equal to your Sky Templar level. While active you gain a bonus to attack rolls equal to half of your Charisma modifier (rounded down) and you deal an additional 2d6 radiant damage against that targeted type of enemy.

You must select one creature type when you use this ability. This feature only functions while you wield the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to you before the duration expires. You must complete a short or long rest in order to be able to use this feature again.

Proficient Initiative

Starting at 9th level, your cunning mind allows you to quickly determine the most optimal combat strategy. At the beginning of initiative rolls, you may select an allied creature within 60 feet of you, whom you can see, or yourself, and grant them advantage on their initiative roll.

Dual Judgment

Starting at 10th level, you may invoke two different type of Judgments at a time, consuming one use of *Judgment*. However, you can only empower one Judgment at a time.

STALWART

Starting at 11th level, you can use mental and physical resiliency to avoid certain attacks. If you succeed on a Constitution or Wisdom saving throw against an attack that has a reduced effect on a successful save, you instead avoid the effect entirely. This ability can only be used if you are wearing light armor, medium armor or no armor and you are not *incapacitated*.

BLESSED DESTRUCTION

Starting at 13th level, whenever you call upon your *Divine Fury* feature, the bonus radiant damage increases to 4d6 (up from 2d6).

EXPLOIT WEAKNESS

Starting at 14th level, you learn to take advantage of any opportunity that presents itself. Whenever you score a critical hit, you ignore any resistances the target might have. In addition, the target cannot restore its hit point in any way until the end of its next turn. Finally, if you deal energy damage to a creature with vulnerability to that energy type, you deal +1 point of damage per die rolled.

GRAND INQUISITOR

Starting at 18th level, you learn how to focus your destructive powers into your Judgments. You can now choose 3 Judgments to use at once. Additionally, once per long rest, whenever you call your Judgment feature, you can select one type of Judgment. This one type is performed at the max spell slot upgrade you can do at the moment, but without spending any spell slot. Unlike other types of Judgment, the one enhanced by this ability cannot be swapped for the remainder of its duration.

TRUE JUDGMENT

Starting at 20th level, you have the ability to call upon True Judgment to strike down a foe during combat. As an action, you can invoke True Judgment on a creature. Upon doing so, all of your currently active Judgments cease to function until the end of your turn. Then, you can make a single melee weapon attack against that creature as part of the same action. If the attack successfully hits, the target becomes dazzled for 1 minute and takes an additional 10d10 radiant damage from the attack. Furthermore, the target must make a Constitution saving throw. If the saving throw is failed, the target also becomes unconscious until the end of its next turn.

You can use this feature once per long rest.

SCHOOL OF THE COMMANDER

You can dedicate yourself to the School of Tactics. The Commander is a master of tactics and a dominant presence on the battlefield, assisting allies and charging at the front lines to provide support through their Tactician Maneuvers.

STRATEGIST

At 3rd level, when you choose this school, you gain the following three features:

BONUS PROFICIENCY

When you choose to become a Commander you gain proficiency in cartographer's tools and the *Intimidation* skill. If you are already proficient in the Intimidation skill, you may choose another skill from the Sky Templar's list.

TACTICIAN POINTS

Commanders are masters of the battlefield, capable of executing strategic maneuvers to aid their allies both in and out of combat. They use Tactician Points to accomplish this. The table below indicates the number of points you possess based on your Sky Templar level. These points are increased by an amount equal to your Charisma modifier.

Sky Templar Level	Tactician Points
3	5
4	5
5	5
6	6
7	6
8	6
9	7
10	7
11	7
12	8
13	8
14	8
15	9
16	9
17	9
18	10
19	10
20	10

BASIC MANEUVERS

You may choose to spend Tactician Points on one of the following maneuvers:

- **Coordinated Charge:** Whenever an ally within 30 feet, whom you can see, moves towards an enemy, you can react by spending 1 Tactician Point. This allows you to move up to your movement speed as part of the same reaction. However, if you choose to do so, your movement speed becomes zero until the end of your next turn.
- **Open Fire:** As a reaction, when an ally within 60 feet, whom you can see, makes a ranged weapon attack against an enemy you can see, you can spend 2 Tactician Points. This enables you to make a ranged weapon attack against the same target as part of the same reaction. Alternatively, you have the option to spend 4 points to cast a single-target ranged spell attack at that target instead.
- **Evade:** Whenever you take the move action and before you start moving, you can spend Tactician Points to add them to your AC. This bonus is only effective against attacks of opportunity and lasts for a number of rounds equal to your Charisma modifier.

ADVANCED MANEUVERS

At level 7, you may as well choose to spend Tactician Points to one of the following maneuvers.

- **Inspire Greatness:** As a bonus action, you can spend 1 Tactician Point to grant a 1d4 bonus to the next attack roll, saving throw, or skill check of an ally you can see within 30 feet. For each additional Tactician Point spent, you can affect one additional ally.
- **Redirect Threat:** As a reaction, you can spend 2 Tactician Points to compel all hostile creatures within 15 feet of you to make a Charisma saving throw. On a failed save, they are forced to direct their attacks towards you, until the end of their next turn. Furthermore, when an affected creature attacks you, all allied creatures within 5 feet of that creature can use their reaction to make a single weapon attack against it.
- **Follow Up Attack:** After an ally successfully hits an enemy adjacent to you and before the damage is rolled, you can spend 4 Tactician Points. If you choose to do so, you can immediately make a single melee weapon attack against that enemy after your ally's attack.

SUPERIOR MANEUVERS

At level 15, you may as well choose to spend Tactician Points to one of the following maneuvers.

- **Inspiring Charge:** As an action, you can spend 4 Tactician Points to charge towards an enemy at up to your movement, inspiring allied creatures of your choice within sight. These creatures gain a 1d6 inspiration die, which they can add to any one roll they make. Afterward, you can make a single melee weapon attack against your target.
- **Intervene:** As a reaction to a ranged weapon or spell attack targeting an ally within 30 feet, you can spend 2 Tactician Points to intervene. By doing so, you can move up to your movement to position yourself between the attacker and your ally, taking the attack in their place. If you're hit by the attack, you may spend 2 additional Tactician Points to gain resistance to a damage type of your choice until the start of your next turn.
- **Tactical Advantage:** As a reaction, you can spend 4 Tactician Points to immediately take a full turn. However, at the beginning of your next turn, you must make a Constitution saving throw against a DC of 20. If you fail the saving throw, you become *incapacitated* until the start of your next turn.

SCHOOL OF THE CRUSADER

The Crusader is a battle-hardened Sky Templar who fights with honor, courage, and divine magic to vanquish their enemies.

INQUISITOR'S PATH

At 3rd level, when you choose this school, you gain the following two features:

BONUS PROFICIENCIES

When you choose to become a Crusader you become proficient in vehicles (land) and the *Religion* skill. If you are already proficient in religion choose another skill from the Sky Templar list.

HOLY ORDERS

You dedicate yourself to a sect and take up *Holy Orders* to better serve your deity through either magic, combat, or devotion. Once you select a Holy Order at level 3 you must follow that order specifically and you cannot take the teachings of another holy order. There are three kinds of holy orders.

- **Order of the First Sin:** You detest evil in its purest form and hold no love for demonic creatures but understand how their power operates and how useful it can be. Whenever a creature dies within 30 feet of you, you may consume its *Sin*. If the dying creature is a devil, fiend, demon, or aberration it grants you 2 counts of Sin. Each stored Sin temporarily decreases your maximum HP by 3. However, you can spend a Sin to deal an additional 1d8 necrotic damage on a weapon or spell attack. If you choose to do so, you regain the lost maximum hit points (this does not heal, but restores your maximum health). If, at the end of a long rest, you do not have any Sins stored, you gain 3 Sins.
- **Order of the Executioner:** To you, heretics are scum unworthy of salvation. You excel at dispatching enemies with your weapons rather than relying on magic. When using the Judgements of Destruction or Justice, you have advantage on the first melee weapon attack of your turn if your initial action is an attack. Additionally, your critical hits inflict 1 point of exhaustion on your enemy. However, you may no longer use the Judgements of Healing, Divinity, Resistance, Purity, and Protection.
- **Order of the War Caster:** You have always shown promise in the arcane arts and have discovered the extent to which your body serves as a conduit for radiant light. You gain the cantrips *Light* and *Sacred Flame*, and you always have the spells *Guiding Bolt, Shield of Faith,* and *Bless* prepared. These spells do not count against your total number of spells prepared. However, your combat aptitude is limited, resulting in the loss of proficiency in medium armor.

HOLY ORDERS VERSE II

At level 7, you continue to take up the verses of your holy orders.

- **Order of the First Sin:** You can now choose to unleash your stored Sins as projectiles. As a bonus action, you may spend a sin to launch a ranged spell attack called *Sin Bolt*. A Sin Bolt can travel up to 30 feet and deals 2d10 + your Charisma modifier necrotic damage.
- **Order of the Executioner:** Enemies that are slain by your hand are immediately sanctified and cannot be turned into undead, communicated with, or resurrected, unless it is through *true resurrection* or the intervention of a deity. Additionally, when you deliver the killing blow to a creature, you can expend and roll one hit die, restoring hit points equal to the result plus your Charisma modifier.
- **Order of the War Caster:** Whenever you take a short rest, you regain some of your expended spell slots. The total level of the spell slots regained can be equal to or less than half your Sky Templar level (rounded up).

HOLY ORDERS VERSE III

At level 15, you take up the final verse of your holy orders and continue onwards with your crusade.

- **Order of the First Sin:** If you have 10 counts of sin stored, you may expel them all at once in a large burst of black tendrils called *Sin Expulsion*. Sin Expulsion has a 30-foot radius centered on yourself. All affected hostile creatures must succeed on a Dexterity saving throw or take 6d10 necrotic damage. On a success, they take half damage.
- **Order of the Executioner:** Whenever you score a critical hit with a melee weapon, the target must make a Constitution saving throw against a DC of 10 + your proficiency modifier + your Strength or Dexterity modifier. On a failed save, they suffer a brutal wound, taking an additional 2 weapon dice of damage.
- **Order of the War Caster:** You gain advantage on Constitution saving throws, and you can cast single-target attack cantrips as a bonus action if your action was used to cast a spell.

SKY TEMPLAR SPELL LIST

CANTRIPS (0 LEVEL)

Blade Ward
Chill Touch
Light
Sacred Flame
Spare the Dying
Toll the dead
True Strike
Word of Radiance

1ST LEVEL

Bane
Bless
Command
Compelled Duel
Cure Wounds
Detect Evil and Good
Detect Magic
Disguise Self
Divine Favor
Healing Word
Heroism
Hunter's Mark
Protection from Evil and Good
Purify Food and Drink
Sanctuary
Searing Smite
Shield of Faith
Thunderous Smite

2ND LEVEL

Aid
Augury
Branding Smite
Beast Sense
Calm Emotions
Continual Flame
Find Traps
Find Steed
Hold Person
Invisibility
Lesser Restoration
Locate Object
Magic Weapon
Mind Spike
Misty Step
Protection from Poison
Silence
Spiritual Weapon
Suggestion
Zone of Truth

3RD LEVEL

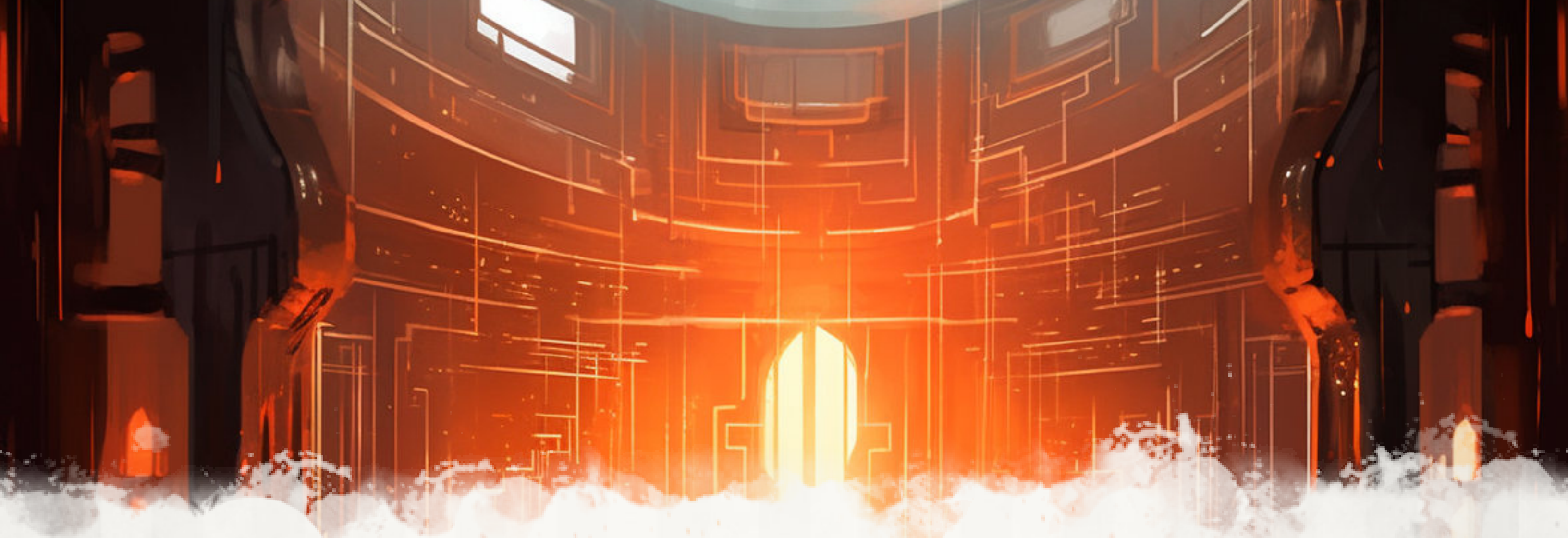
Beacon of Hope
Bestow Curse
Blinding Smite
Clairvoyance
Counterspell
Create Food and Water
Crusader's Mantle
Daylight
Dispel Magic
Elemental Weapon
Enemies Abound
Fear
Magic Circle
Nondetection
Protection from Energy
Remove Curse
Revivify
Sending
Speak with Dead
Tongues
Water Walk

4TH LEVEL

Aura of Purity
Banishment
Charm Monster
Death Ward
Dimension Door
Divination
Elemental Bane
Find Greater Steed
Guardian of Faith
Locate Creature
Staggering Smite

5TH LEVEL

Banishing Smite
Commune
Contact Other Plane
Dawn
Dominate Person
Dream
Destructive Wave
Dispel Evil and Good
Far Step
Geas
Greater Restoration
Holy Weapon
Legend Lore
Mislead
Modify Memory
Raise Dead
Scrying



TIME WARDEN

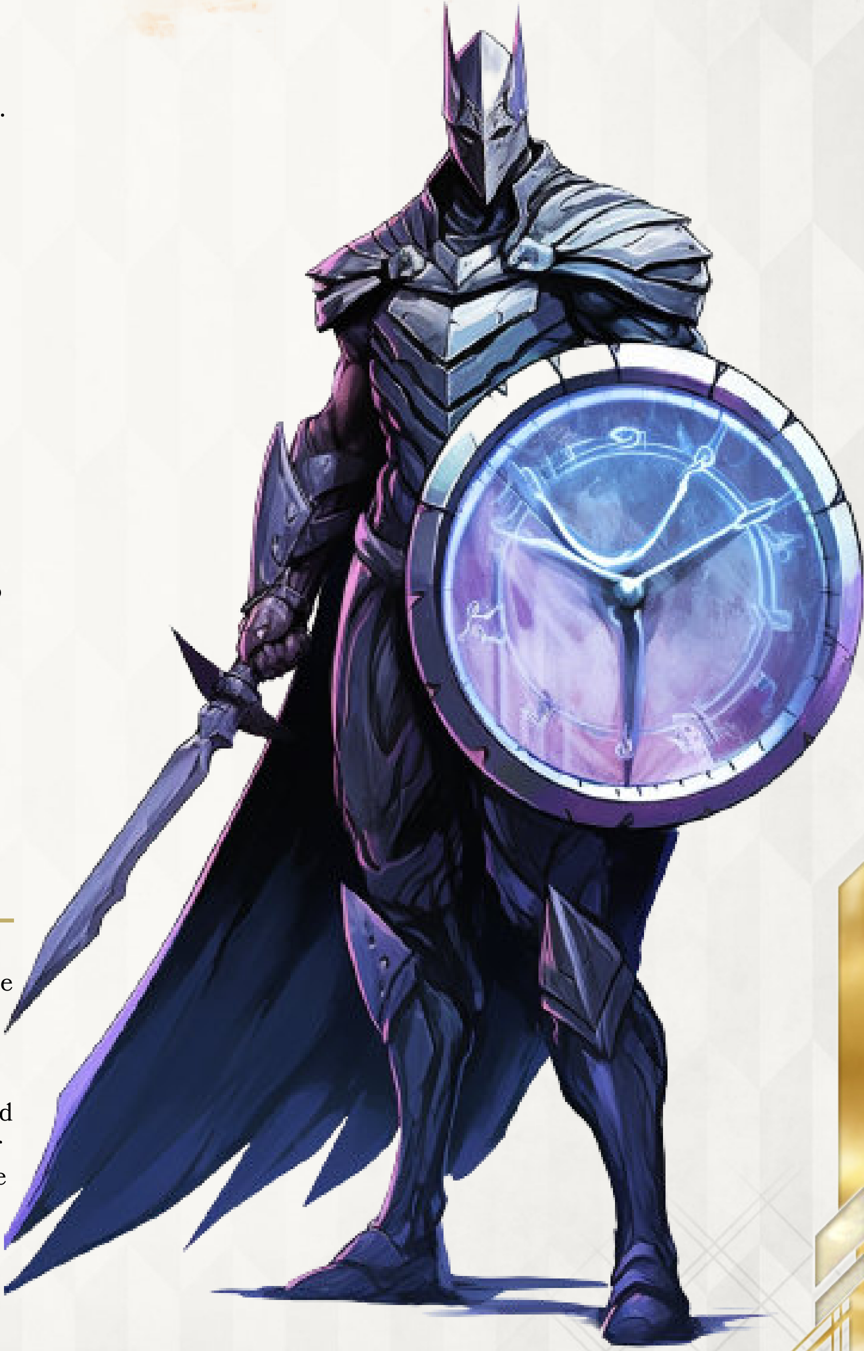
The Enhanced Human strides calmly toward the approaching horde of robots, knowing that the survival of this city is crucial for the preservation of the timeline. Extending one arm out to the side, dark-blue lightning crackles from the surrounding air, coalescing into a solid, glowing blue blade in his grasp. With unwavering confidence in the battle's outcome, he smiles and charges forward, determined to claim victory.

The Xanadian bursts into laughter as he effortlessly cleaves through the fabric of space and time, unveiling an open gateway to the Vortex of Time itself. Gazing into its depths, a surge of energy flows out and permeates his being. "Without chaos, order cannot exist," he muses silently, allowing the vortex to envelop and encircle him. Those unfortunate enough to gaze upon him for too long crumble to the ground, their minds consumed by madness.

Time Wardens are formidable enforcers dedicated to the Time and Fate deities, entrusted with the sacred duty of preserving the timeline. They excel in dealing damage and eliminating any threats to the existence of their timelines. Harnessing their mastery over time, they employ temporal manipulation to aid themselves and hinder their adversaries. However, tampering with time is an arduous endeavor, which is why Time Wardens are exceedingly rare.

TIME AND FATE'S CHOSEN

Time Wardens are often the stuff of legends because they have existed since the beginning of time. New Time Wardens are only created when a previous one has requested Time and Fate to place them into an eternal slumber. These new Time Wardens are mortal individuals who have captured the attention of Time and Fate, either through their study of time manipulation or by possessing extraordinary speed to the extent that the world appears to move slower around them. Once chosen, the Time Warden becomes infused with astral energy that permeates everything, allowing them to tap into and harness the power of the timeline to their advantage.



RACIAL PREREQUISITES

All races are able to chose the path of a Time Warden without exceptions.

TIME WARDEN

Level	Proficiency Bonus	Features	Vortex Damage
1st	+2	Temporal Storage, Unarmored Defense, Astral Equipment	–
2nd	+2	Vortex Strikes, Rift Heal	1d4
3rd	+2	Prime Timeline Choice	1d4
4th	+2	Ability Score Improvement	1d4
5th	+3	Extra Attack	1d6
6th	+3	Timeline Feature	1d6
7th	+3	Vortex Strikes improvement	1d6
8th	+3	Ability Score Improvement	1d6
9th	+4	Time Stride	1d6
10th	+4	Extra Attack (2)	1d6
11th	+4	Timeline Feature	1d8
12th	+4	Ability Score Improvement	1d8
13th	+5	Languages of Time	1d8
14th	+5	Timeline of War	1d8
15th	+5	Timeless Body	1d8
16th	+5	Ability Score Improvement	1d8
17th	+6	Timeline Feature	1d10
18th	+6	Chrono Plating	1d10
19th	+6	Ability Score Improvement	1d10
20th	+6	Rupture	1d10

CLASS FEATURES

As a Time Warden you gain the following class features:

HIT POINTS

Hit Dice: 1d10 per Time Warden level
Hit Points at 1st level: 10 + Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + Constitution modifier per Time Warden level after 1st

PROFICIENCIES

Armor: Light armor, medium armor
Weapons: Martial weapons, shields
Tools: None

Saving Throws: Strength, Intelligence
Skills: Choose two skills of your choice

EQUIPMENT

You start with the following equipment:

- *(a)* a martial weapon and a shield or *(b)* two martial weapons
- *(a)* a laser gun and 20 energy cells
- *(a)* a dungeoneer's pack *(b)* an explorer's pack

TEMPORAL STORAGE

Time Wardens do not carry their items on them; instead, they possess a small segment of the Astral Plane where they store their belongings. This segment functions similarly to a *bag of holding*.

UNARMORED DEFENSE

Beginning at 1st level, while you are not wearing any armor, your AC equals 10 + your Dexterity modifier + your Intelligence modifier. You can use a shield and still gain the benefit.

ASTRAL EQUIPMENT

At 1st level, you have trained the ability to tap into the astral energy that surrounds all life in all planes of existence and can mould it to your will. As a bonus action, you can summon, or change a weapon or shield in either hand. You can summon two weapons as long as they have the light property for instance, you can summon two shortswords or one shortsword and one shield. You are proficient with any weapon you summon.

Beginning at 1st level you can summon:

- Longsword
- Shortsword
- Longbow. This weapon is summoned with 15 Arrows.
- Shield

At 4th level you can, additionally, summon:

- Flail
- Rapier

At 8th level you can, additionally, summon:

- Greataxe
- Maul

At 12th level you can, additionally, summon:

- Greatsword
- Morningstar

At 16th level you can, additionally, summon any martial weapon.

The summoned weapon lasts for 10 minutes and will automatically dispel after this time.

VORTEX STRIKES

Every weapon strike you make ripples with chaotic energy from the time vortex pulling and twisting everything it hits. Beginning at 2nd level, every weapon you summon has the *vortex* property. Every time you hit a creature with a weapon with the vortex property you gain a bonus to the damage roll that increases as you gain levels as a Time Warden, as shown in the Vortex Damage column of the Time Warden table. This damage is psychic for the purposes of immunities and resistances.

At 5th level, attacks by weapons that have the vortex property count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

RIFT HEAL

Beginning at 3rd level, you learn how to channel the astral energy of others into your own life essence. When you deal vortex damage to a creature you may gain hitpoints equal to your level, this cannot exceed your maximum hit points.

Once you use this feature, you can't use it again until you finish a short or long rest.

PRIME TIMELINES

A Time Warden's job is to maintain the timeline but the ideal timeline is different from Time Warden to Time Warden. There are three main timelines, these are called the *Prime Timelines*, these timelines tend to reflect the Time Warden's personality before they were selected by the twins of Time and Fate to serve them. A Time Warden needs to choose a timeline to follow only upon reaching 3rd level. When you reach 3rd level, you dedicate yourself to maintaining a Timeline: The Righteous Timeline, the True Timeline, or the Disordered Timeline, all detailed later.

Your Timeline grants you features at 3rd, 6th, 11th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using the feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 10th level in this class.

TIME STRIDE

Starting at 7th level, your understanding of how time flows allows you to move at extraordinary speed, seemingly teleporting a short distance. You must make a Wisdom saving throw DC 10, on a success you can teleport 30 feet as a bonus action, on a failed save you take 1d10 psychic damage. For each consecutive use increase the DC by 2 to a maximum of DC 20.

The check DC returns to 10 after you finish a short or long rest.

LANGUAGES OF TIME

Starting at 8th level, you can peer into the timeline and see how languages have come to be allowing you to understand all spoken languages. Moreover, any creature that can understand a language, understands what you say.

TIMELINE OF WAR

Beginning at 11th level, having seen the worst that battle has brought to this realm since the beginning of time you can no longer be fazed by what war can bring. You can take an action to end one effect on yourself that is causing you to be *charmed, frightened, paralyzed, poisoned, or stunned*.

TIMELESS BODY

At 14th level, your body no longer remains to this time stream, you no longer age and cannot be aged magically. In addition, you no longer need food, water, or sleep.

CHRONO PLATING

You channel the astral energy from the environment around you providing a solidified layer of pure energy over your skin. Beginning at 18th level, you gain resistance to psychic damage as well as bludgeoning, piercing, and slashing damage from non-magical weapons.

RUPTURE

Beginning at 20th level, you can create ruptures in the continuum of time. You have a pool of 6 *rift marks*. When you hit a creature with a vortex weapon, you may use a bonus action to mark the creature once (reducing your pool by one). You can mark the same creature multiple times. You can take an action to damage all creatures that have been marked. Any marked creature take vortex dice + 1d12 for each mark on the creature, as psychic damage.

You regain all expended rift marks when you finish a long rest.

THE RIGHTEOUS TIMELINE

Time Wardens who walk the Righteous Timeline strive to maintain the most positive timeline, they wish to create the best timeline for all living creatures. They focus on techniques allowing them to improve the way of life for their allies, using the astral energy to heal and guide enemies away from allies. Time Wardens who follow this timeline are usually of the good alignment.

SAVIOUR

When you start your path down the Righteous Timeline at 3rd level, the lives of those around you become far more important than your own, and you are willing to endure damage on their behalf.

As an action, you can establish a connection with a number of allies you can see, up to your Wisdom modifier (minimum of 1), within a range of 30 feet. This connection manifests as a beam of dark-blue energy and lasts for 1 minute.

As a reaction, when one of the affected allies takes damage, you may choose to absorb a portion of that damage yourself. The amount of damage you can absorb is up to twice your Time Warden level, and you reduce the damage suffered by the affected ally by the same amount.

If a target moves more than 30 feet away from you or is no longer within your line of sight, the connection with that creature breaks.

COMPELLING PRESENCE

At 6th level, you harness your control over astral energy and the timeline to captivate the attention of creatures. As a bonus action, you can choose a number of creatures that are within 30 feet of you and can see each other, up to a number equal to your Wisdom modifier (minimum of 1). Each chosen target must make a Wisdom saving throw against a DC equal to 8 + your proficiency modifier + your Charisma modifier. On a failed save, the creature is affected for 1 minute.

While affected by this feature, a creature is unable to willingly move away from you and suffers disadvantage on attack rolls against any creature other than yourself. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself with a successful save. If a creature succeeds on its saving throw or the effect ends for it, the creature becomes immune to the effects of Compelling Presence for the next 24 hours.

Once you use this feature, you cannot use it again until you complete a short or long rest.

ASTRAL CHANNELLING

Beginning at 11th level, you have the ability to harness the astral energy that surrounds you and convert it into healing energy for your allies. As an action, you can select any number of allies within your line of sight, up to a distance of 30 feet. Each chosen target restores hit points equal to your vortex damage dice as shown in the Vortex Damage column in the Time Warden class table.

You may use this feature up to a number of times equal to your proficiency bonus per long rest.

DEFENDER OF RIGHTEOUSNESS

At 17th level, you possess the ability to anticipate when a creature is about to attack an ally, allowing you to manipulate the fabric of time itself to redirect the impending attack towards you. When a visible ally within 30 feet of you becomes the target of an attack, you can use your reaction to instantaneously teleport to an unoccupied space adjacent to the attacker. As a result, the attacking creature is forced to redirect their attack to you instead. If there isn't any unnocupied space near the attacker you can't use this feature. You can use this feature twice per short rest.

THE TRUE TIMELINE

Those who walk the True Timeline know that in order for life to continue advancing there must be balance in life and death, good and evil. The Time Wardens who follow this timeline aim to maintain balance, they focus on being offensive aggressors aiming to remove those who risk disrupting the timeline. These Time Warden are often true neutral alignment, for every wrong there is a right and vice versa.

FIGHTING STYLE

You adopt a particular style of fighting as your specialty when you select this timeline at 3rd level. Choose one of the following options.

- **Ranger:** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting:** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the dice and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Two-Weapon Fighting:** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

MARKED THROUGH TIME

Starting at 6th level, those who do not belong in, or pose a risk to, the True Timeline emit an aura that you can discern and concentrate on. As a bonus action, you can designate a creature within 30 feet of you to be marked. You gain advantage on attack rolls against the marked creature, and you are aware of the distance and direction between yourself and the marked creature, as long as it exists on the same plane of existence as you. This effect persists for 10 minutes or until the marked creature reaches 0 hit points or becomes unconscious.

Once you use this feature, you can't use it again until you complete a short or long rest.

ASTRAL SHELL

Beginning at 11th level, you surround yourself with unstable astral energy that can be unleashed when your protective shell is damaged. As a reaction to an incoming attack, you can unleash this energy, causing the attacking creature to suffer vortex damage as indicated in the Vortex Damage column of the Time Warden table.

You can use this feature a number of times equal to half your Time Warden level, rounded down. You regain all expended uses after completing a long rest.

ASTRAL PULSE

At 17th level, you gain the ability to tap into the raw energy of the astral plane, harnessing its power to obliterate those who have tampered with the True Timeline. As an action, all hostile creatures within 30 feet of you must make a Constitution saving throw. On a failed saving throw, a creature takes psychic damage equal to 2d10 plus your Time Warden level. On a successful save, the damage is halved. Note that creatures with total cover from you are unaffected.

You can use this feature twice per long rest.

The Disordered Timeline

Time Warden who tread the Disordered Timeline respect the chaotic nature of the time vortex letting this chaotic existence guide them. They tap into the vortex itself instead of learning how to master astral energy, this allows them to access the near unlimited power of the vortex. However the outcome is as random as the vortex itself. Time Warden who travel down this timeline are often of chaotic alignment.

Time Chaotic Gift

When you choose this timeline at 3rd level, you gain the ability to harness the power emanating from the vortex of time. As an action, you can create a small rift into the vortex and accept the power it bestows upon you by rolling a d4 and then a d6. If you use this feature again while affected by a Chaotic Rift effect, you will only gain the new effect, and the current one will end.

Chaotic Gift

d4	d6	Effect
1	1-5	**Rift Shield:** A chaotic layer of energy covers your skin. All attacks against you have disadvantage for 1 minute.
1	6	**Ripped Soul:** The chaotic vortex partially divides your mind and body. All attacks against you have advantage for 1 minute.
2	1-5	**Chaos Strike:** Energy from the vortex flows over your weapon imbuing it with greater power. For 1 minute you gain a bonus to hit and damage rolls with your current weapon. This bonus is equal to your Wisdom modifier.
2	6	**Draining Strike:** The vortex of time weathers your weapon through the ages, its blade getting blunt. For 1 minute, you have a penalty to hit and damage rolls with your weapon. This penalty is equal to your Wisdom modifier.
3	1-5	**Vitality:** You feel the vortex reverse your wounds. You restore hit points equal to twice your Time Warden level.
3	6	**Lethargy:** The chaotic void pulls your life essence out of you. You take psychic damage equal to twice your Time Warden level.
4	1-5	**Swift:** The vortex surrounds your local time bubble speeding it up. you gain the effect of a *haste* spell that lasts for 1 minute. Additionally, when you make a running jump, your jump distance increases by a number of feet equal to your Strength modifier.
4	6	**Slow:** The speed of your local time bubble slows down. Your speed is halved, you take a -2 penalty to AC and Dexterity saving throws, and can't use reactions for 1 minute. Additionally, you can only use an action or a bonus action, not both.

Timeline of Chaos

Beginning at 6th level, you delve into the depths of the Timeline, peering into its darkest corners and uncovering the fears that haunt others. As an action, a target that can see you must make a Wisdom saving throw (DC equals 8 + your proficiency modifier + your Charisma modifier). On a failed save, the target becomes *frightened* for 1 minute. On a successful save, nothing happens. Furthermore, you gain proficiency in the Intimidation skill. If you are already proficient, you gain expertise instead.

Aura of Altered Time

Starting at 11th level, once per long rest you can take an action to create a 10-foot radius aura around you, roll a d6 to determine its effect.

Chaotic Gift

1d6	Effect
1-2	**Aura of Guidance:** You use your ability to see your enemies' weaknesses. You can guide your allies' weapons to the place where they will do the most damage. Friendly creatures within the radius have advantage on their first attack against a target.
3-4	**Aura of Dusk** You use your ability to use your enemies fears and create small illusions only visible to the creature. These images scare and haunt the creature. Any attacks against a friendly target within the radius has disadvantage. If the friendly target is hit by an attack, this feature has no effect, until your next turn.
5	**Aura of Credence:** Surfacing memories that make your allies stronger. All friendly creatures within the radius gain advantage on saving throws to resist being *frightened, charmed* and *stunned*.
6	**Aura of the Astral Sea:** You focus on your connection to the Astral Plane and bring a part of it to this plane placing you on limbo of the Astral plane and this plane. All hostile creatures must make an Wisdom save to enter the radius.On a failed save they are pushed outside the radius.

The save DC for these abilities is equal to 8 + your proficiency bonus + your Wisdom modifier. You must be conscious in order for these effects to take place. The effects of the aura last for 10 minutes. At 14th level, the range of this aura increases to 30 feet.

Vortex Form

At 17th level, as an action, you can allow the vortex to envelop your very being for 1 minute. Any creature that directly targets you with an attack or a harmful spell must first make a Sanity saving throw. The DC for this saving throw is 8 + your proficiency bonus + your Wisdom modifier. On a failed save, the creature must choose a new target or forfeit the attack or spell. You can use this feature a number of times equal to your Wisdom modifier per long rest.

MULTICLASSING

In accordance with the classic Fifth Edition gaming rules, it is possible to attain levels in multiple classes, and this option is also available in our setting. Please consult Chapter 6 of the Player's Handbook for the comprehensive guidelines on multiclassing. The table below outlines the prerequisites you must fulfill to qualify for multiclassing into a specific class, as well as the proficiencies you acquire upon multiclassing into that class.

MULTICLASSING TABLE

Class To Multiclass Into	Prerequisites You Must Meet	Proficiencies You Gain
Astral Sniper	Dexterity 13, have a Rifle of the Planes	Rifle of the Planes, Stealth and Perception
Doomlord	Charisma 13	–
Elementalist	Wisdom 13	light armor, medium armor, shields, warhammers
Fallen Mage	Intelligence 13, Constitution 13	Arcana, History
Grenadier	Strength 13, Dexterity 13	light armor, shields,simple and martial one-handed ranged weapons
Marauder	Strength 13, Constitution 13	Simple Weapons, Martial Weapons
Mender	Wisdom 13	Light armor, medium armor, simple weapons
Paragon	Race must be Nazatron, Strength 13, Constitution 13	Simple Melee Weapons, Simple Ranged Weapons, Martial Ranged Weapons
Psion	Sanity 13, Intelligence 13	–
Reaper	Strength 13 or Dexterity 13, Wisdom 13, Constitution 13	Simple weapons, light armor, medium armor, one skill of your choice from the Reaper skill list
Sky Templar	Charisma 13, Strength 13 or Dexterity 13	Light and Medium Armor, Simple and Martial Weapons, One skill from the Sky Templar skill list
Time Warden	Charisma Intelligence 13, Sanity 13	Martial Weapons

Chapter 5

Backgrounds

ANY BACKGROUND DETAILED IN CHAPTER 4 OF THE *PLAYER'S HANDBOOK* CAN BE CHOSEN IN THIS SETTING. PLEASE FEEL free to make any necessary adjustments to align them with the advanced technology and vast environment of the galaxy. Additionally, you now have the option to select one of the following backgrounds as well.

Space Traveler

You have traveled the stars in your relentless pursuit of knowledge and elusive artifacts. Throughout your extensive journey, you dedicated years to the study of various disciplines, including magic, construction, and leadership, surpassing even the loftiest aspirations of most sages. Along the way, you might have ventured upon uncharted planets or celestial bodies, treading upon worlds that remain unknown to the masses. Whether you have embarked on numerous interstellar voyages or have yet to uncover the secrets of the boundless universe, the life of a space traveler embodies both unfathomable demands and astonishing wonders.

When selecting this background, it is crucial to engage in a discussion with your Game Master regarding several aspects. Firstly, consider the significance of your expeditions and how they have shaped your character's life. Delve into the nature of the company, academy, or organization for which you toiled, or explore the possibility of working independently. Examine the driving force behind your relentless pursuit of space exploration. If you were part of a crew, reflect upon your relationships with fellow members, encompassing the dynamics and complexities that have developed over time. Envision the type of spacecraft you operated and the power source that propelled it through the cosmos. Furthermore, elucidate the reasons for your transition from the vastness of space to the realm of land-based adventuring. Is your ship in dire need of refueling or repairs, necessitating the acquisition of rare or endangered materials? Could there be a celestial alignment or extraterrestrial conundrum that can only be deciphered through artifacts or knowledge found exclusively on land, perhaps crafted by divine entities or ancient civilizations? Are you driven by the innate desire to safeguard the world from an impending threat lurking deep within the celestial abyss? Alternatively, were you discharged or betrayed by your former crew, leading to your departure from the cosmic domain? Have you chosen a path of retirement, or do you believe that you have yet to explore the terrestrial realms sufficiently to earn the title of a true explorer?

Skill Proficiencies: Acrobatics, Technology
Tool Proficiencies: One set of artisan's tools, vehicles (air)
Equipment: A digital tablet containing a map of constellations, a damaged blueprint for a huge ship written in an undecipherable code, a set of artisan's tools, a set of traveler's clothes, and a pouch containing 200 Talons.

Specialty

In a crew, individuals have specific roles to ensure the smooth operation of an expedition. Roll or choose from the table below to determine your assigned role. Disregard this if you embark on solo journeys.

1d8	Specialty
1	Captain
2	Guard
3	Pilot
4	Astrophysicist
5	Constellations Cartographer
6	Collector of Alien Substances
7	Linguist or Cryptographer of Alien Languages
8	Janitor or Repair-worker

Feature: Celestial Contacts

You have worked with a crew for a long time, forging an unbreakable bond with your fellow members. When you reach out to one of your crewmates, they are typically inclined to offer their assistance. Whether you need a place to stay, a companion for combat, or help deciphering a dungeon's puzzle or code, they will be there for you. However, acquiring a rented spaceship is an arduous task, reserved only for the most dire circumstances. Even then, it remains incredibly challenging and time-consuming to prepare a ship for your needs.

Alternate Feature: Celestial Contacts

If you work alone, you may not have any contacts to help you on your adventures. However, you can harness the power of certain constellations and their effects on the world. Collaborate with your GM to devise a comprehensive catalog of constellations, detailing their impact on you and your party members, both positively and negatively. Determine the specific circumstances under which they manifest, and establish whether their effects are consistent or subject to variation.

Suggested Characteristics

Space Travellers are highly intelligent beings who possess a profound understanding of the natural and magical laws governing the universe. They possess an insatiable thirst for exploration and an unwavering curiosity. However, they often find themselves lost in deep contemplation and intricate calculations, which leads to their frequent absence. They have a tendency to grow bored with the familiar and are susceptible to prioritizing their insatiable curiosity over common sense.

1d8	Personality Trait
1	Going to new places on land excites me because they're not infinite like space.
2	I like to pretend I'm not smart when I really am.
3	I've learned to never be afraid of a new place or experience.
4	I'll rather talk about the unknown than common gossip.
5	I never run out of productive things to do, or productive to my job at least.
6	The stars we can see on land bore me.
7	I can't stand untrue superstitions about the Multiverse
8	It's not worth delegating my work if it's unlikely that most people can do it as well as I can.

1d6	Ideal
1	**Advancement:** The point of my work is to advance society and our limits. (Lawful)
2	**Conservation:** We must only use what we need of extraterrestrial materials and knowledge to conserve the beauty of the Multiverse. (Good)
3	**Freedom:** Space is the only place where you can truly go anywhere. (Chaotic)
4	**Power:** If I gain enough knowledge of the Multiverse, I can rule under any universe with unfathomable power. (Evil)
5	**Knowledge:** I'm only here to improve understanding of the Multiverse. (Neutral)
6	**Discovery:** I want to make a massive discovery or solve an ancient problem. (Any)

1d6	Bond
1	My ship is the most important thing to me.
2	I'm willing to die for my crew-mates.
3	I've discovered a new planet in the telescope and I must be the first to explore it.
4	I do this for an old sage. I will make his/her dreams come true.
5	My parents died doing this, I shall do the same.
6	Nothing is more important than the Multiverse.

1d6	Flaw
1	I get too caught up in the complex that I sometime forget rudimentary knowledge.
2	One time I almost made my crew-mates want me dead, I'm afraid that I'll do something similar again.
3	I guess more than I would like to admit.
4	I get stir crazy easier than most people.
5	Whenever someone questions me on anything, I immediately start to doubt myself.
6	Sometimes I think that I'm the only one as smart and daring as I am.

BOUNTY HUNTER

However fine and noble the world might have seemed at first glance, once you dug a little deeper beneath the facade, a deeper truth revealed itself to you. Conflict and strife are the only real constants in "civilized" lands, and for you, therein lay the opportunity for profit. As a bounty hunter you had plied your trade well, offering dubious (if effective) services and skills to all manner of client for myriad reasons- superficial or otherwise. Regardless of the cause, the justification, or the moral impunity associated with locating your mark. Every job finished brought the clink of coin between your purse strings at the expense of another poor soul fated to endure consequences dire, and often foul.

Though the time spent in this line of work has left you grim and jilted, your reputation for ruthlessness and cunning precedes you. More often than not, you found yourself sought after and petitioned to ferret a mark, never needing to eke out the work on your own. From the lowly debtor owing the wrong merchant guild, to the misguided runaway offspring of a minor noble, or the thieving murderer eluding the city guard, none could evade your dogged pursuit, and many more dared not try once your involvement was learned.

Skill Proficiencies: Pick two from: Perception, Intimidation, Survival, Insight
Tool Proficiencies: Thieves' Tools
Equipment: A digital tablet, a set of traveler's clothes, 2 hunting traps, thieves' tools, 3 trinkets from previous bounties (roll on table PHB pg. 160-161) and a belt pouch containing 200 Talons

FEATURE: NAMES, FACES AND PLACES

Few truly excel at the profession of a bounty hunter, despite many laying claim to the title. However, those with a sharp eye for observation stand out among the adept. Within this elite group, a select few possess a remarkable gift—a near-supernatural talent for anticipating the behavior of their intended targets. As a member of this distinguished cadre, you possess an uncanny ability to recall precise details of conversations and names, whether overheard or actively participated in. This unique aptitude extends not only to information directly relevant to your bounty but also encompasses any written material you encounter, no matter how fleeting. Additionally, you possess an exceptional skill for sketching faces and providing accurate descriptions of the general locations you have witnessed, showcasing your remarkable powers of recollection. Furthermore, you effortlessly discern clues concerning your target's movements and disposition, unraveling intricacies that would otherwise elude less discerning pursuers.

FEATURE: CONTACTS AND FORGERY

As a bounty hunter, your extensive travels have enabled you to establish a wide-reaching network of contacts and informants. This network proves invaluable in your relentless pursuit of your targets. Whenever you find yourself in a town or city where one of your trusted contacts or informants resides (at the discretion of the Game Master), you have the ability to seek their assistance in gathering information related to your target. This invaluable service, however, comes at a price. You must be prepared to offer a suitable payment or even negotiate a favor in return for the desired information, the exact nature of which will be determined by the Game Master.

In addition to your vast network, you possess a unique skillset in forging documents. Through meticulous training, you have honed the art of creating authentic-looking papers, allowing you to gain access to restricted areas that would typically be off-limits to you. You possess the ability to forge a wide range of documents, including official papers and personal letters. However, it is important to note that your proficiency in forging these documents relies on your familiarity with the specific type of document or handwriting you are attempting to replicate. You must have previously encountered an example of the document or handwriting style in question in order to recreate it convincingly.

Suggested Characteristics

A bounty hunter's sole purpose is to hunt down individuals with a price on their head, whether for minor or grave offenses. Those who pursue this path can embody quiet and reserved personas, or they can be fierce and brutal individuals who relish the chase itself rather than the monetary reward. As a result, bounty hunters display a wide range of personalities, mirroring the diversity of their targets.

1d8	Personality Trait
1	I tend to approach conversation with people I've just met as though it were an interrogation.
2	I project arrogance and conceit at times, especially after turning in a troublesome target.
3	I'll accept the help of others with a bounty, so long as they can prove their skill to me first.
4	It needn't be hunting down a mark - I'll chop firewood for an old woman if there's pay involved.
5	I'm not prone to idle chatter, and prefer keeping to myself unless the topic's business.
6	I've a great deal of practical experience from hunting bounties, and can relate to almost any situation.
7	I'm rather adept at games of skill like darts, or five-finger fillet.
8	I frequently move from town to town, eager to pursue new marks and seek new contacts.

1d6	Ideal
1	**Justice:** These people have violated the law once. I won't let it happen twice. (Lawful)
2	**Clean-up:** I will get these criminals off the street with help from the law or not. (Chaotic)
3	**Brutality:** Gold pales to the brilliance of the life draining from their eyes. (Evil)
4	**Morality:** It's not enough to hunt them down. They have to understand what they've done is reprehensible. (Good)
5	**Ambiguity:** This job's just a job, like any other. Nothing personal against my targets. (Neutral)
6	**Endurance:** In no other line of work could anyone expect to test their limits so completely. (Any)

1d6	Bond
1	Once a soldier, my comrade's grave betrayal forced me from my home, and into this life.
2	Though my friends are few, I owe them my life many times over, and would happily die for them.
3	Horrendous tales and vile rumor destroyed my family's good name, and this path is the only recourse to find the truth.
4	The contract turned sour, and now I find myself yoked to dangerously twisted employers.
5	All my deeds would surely consign me to prison - only by servicing officials do I stay free.
6	Mindless thuggery stole the life of one I cherished, and the price they must pay is one I will collect.

1d6	Flaw
1	Sleep, when it comes, is no sleep at all. The time spent tracking marks has left me skittish and paranoid.
2	Not only am I good at what I do, but I love what I do - and I hate myself for it.
3	I refuse to believe anyone can be trusted, and will root through their life until I'm satisfied they can be.
4	At a younger age my actions earned me the brand of a criminal. Those mistakes haunt me and my fellows even today.
5	It is only for my own selfish need to be the best at what I do that I abandon my team to bring the bounty in first.
6	Contract or not, I never bring murder bounties back alive. They showed no mercy, and so neither will I.

VARIANT BOUNTY HUNTER: VIGILANTE

Standing in contrast to the mercenaries who haul in anyone labeled a criminal for coin are those who exclusively target thieves, charlatans, and murderers - without any material reward. Vigilantes often consist of soldiers shocked by the newly-found social decay and corruption they encounter upon returning home from war, as well as wealthy citizens with a penchant for martial prowess and a personal vendetta against their city's seedy underbelly due to past transgressions. A particularly zealous vigilante may even view bounty hunters as guilty of violating the law, much like any brigand lurking in the shadows of an alleyway.

If you choose to be a vigilante, select the *Crime Doesn't Pay* feature outlined below instead of the *Names, Faces, & Places* feature mentioned above. Embracing a life of vigilantism means that you will constantly be on the lookout for criminal activity, especially within the boundaries of the town or settlement you call home. The promise of payment never influences your choice of targets, and you hold yourself to a higher code than your capricious counterparts.

The city guard and militia are likely to turn a blind eye to your unsanctioned activities unless you antagonize someone within their ranks, whether they be corrupt, prideful, or otherwise. Furthermore, as your reputation grows, you will gradually earn the admiration and support of the common people who find their streets safer and encounter fewer petty thugs willing to threaten them for a handful of coins. However, organizations and individuals accustomed to using their wealth to shape a settlement's definition of "criminal" (such as a merchant house, corrupt council member, and the like) will gradually grow to resent your rising reputation and may even retaliate against you.

VARIANT FEATURE: CRIME DOESN'T PAY

Pulling from your prior experiences as a soldier, mercenary, or even an extensive time living the life of a vigilante, you have the skills needed to wage a kind of psychological battle against the criminal elements of society. When interrogating someone to glean information about the location, motive, or operations of their superiors, they will easily buckle under questioning and often times readily give up sensitive knowledge without the need to press further. Any promises you may make concerning their fate in exchange for information you are not obligated to keep. You can coordinate this information with any authority in a city you're on amicable terms with, be it the guard or militia, your own old military unit.

In addition, replace the Perception proficiency in the skills list above with Stealth, and substitute the hunter's traps and bounty trinkets with a folding magnifying glass and a set of manacles.

ENGINEER

You were an engineer, a dedicated contributor to the realm of science. From a tender age, you found inspiration in a renowned inventor, fueling your desire to emulate their greatness. Now, let us delve into your origins. Where do you hail from, and what particular field of engineering have you specialized in?

Skill Proficiencies: Technology and one of the following: Arcana, Perception, Nature, Investigation or Medicine
Tool Proficiencies: Two types of Artisan's tools of your choice
Languages: Any Two of your choice
Equipment: Common clothes, one type of artisan's tools you are proficient with, a digital tablet with 1d4 ebooks on engineering, a Tiny or smaller invention made by you and a small pouch containing 300 Talons.

SPECIALIZATION

As an Engineer you sometimes draw inspiration from different sources for your creations or inventions, do ideas come to you after you've read a line of ancient scripture? What about the way the animals move or how the leaves and grass sway? Or even seeing the simple yet complex beauty of a cogwheel? Roll or choose from the table below to determine your specialization.

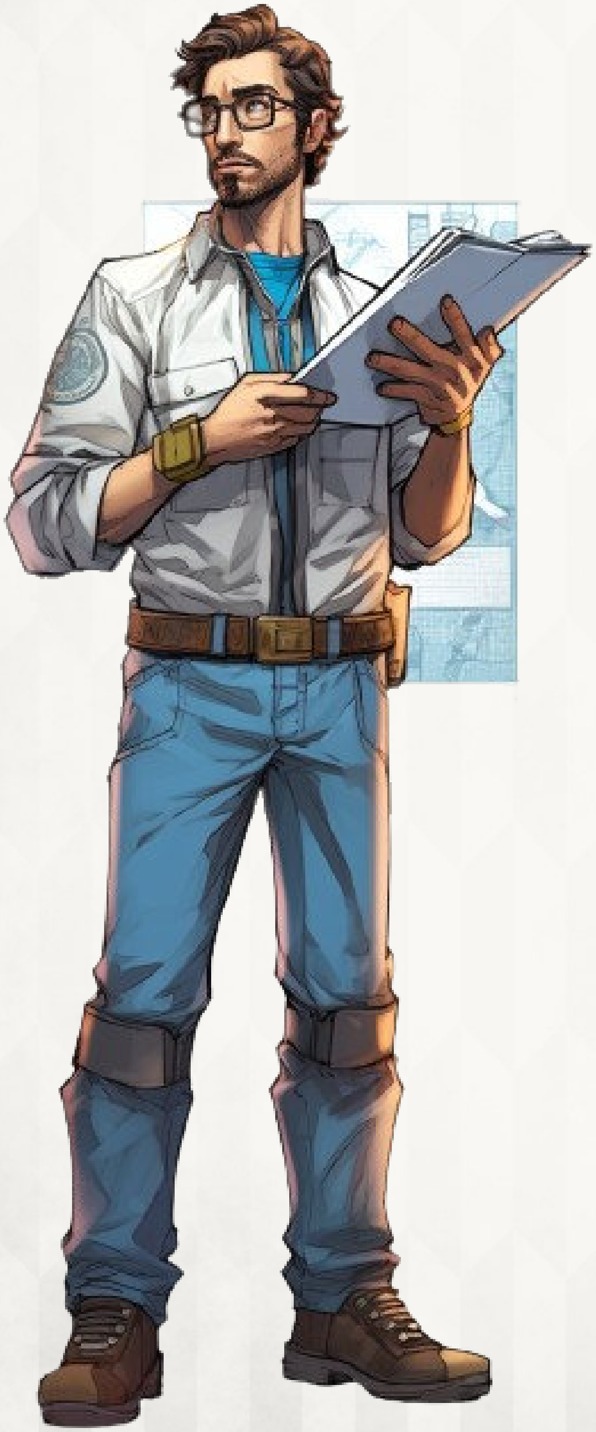
1d6	Specialization
1	Inventor
2	Artisan
3	Technomancer
4	Architect
5	Tinkerer
6	Aeronautic

FEATURE: ONCE A STUDENT, ALWAYS A STUDENT

You can always find shelter or limited sanctuary within a place of learning, such as a college or academy, as long as you are on good terms with the group that operates the school. While you are there, you have the opportunity to acquire fundamental knowledge on certain topics, provided that you contribute to the school in a constructive manner.

SUGGESTED CHARACTERISTICS

An Engineer is always curious. They try to invent, craft or repair mechanical constructs. Most of the times they will focus on researching.



1d8	Personality Trait
1	When I see a scrap of metal or wood, I can't help but pocket it.
2	I don't talk a lot, because I become engrossed in my thoughts.
3	I can't help myself around complex objects, I just want to find out how they work.
4	Most of the words I say sound like complete gibberish to those who know nothing about science.
5	I'm constantly sketching or taking notes about my surroundings.
6	"If I elevate my rifle by 3° then the bolt should..."
7	Everything, no matter how small or insignificant, must be catalogued.
8	When excited I tend to start speaking faster, and tend to get a bit jittery.

1d6	Ideal
1	**Organization:** Everything has it's place and everything should be in it's place. (Lawful)
2	**People:** All of my inventions are made to help people who can't help themselves. (Good)
3	**Freedom:** I invent what I want, whether my inventions are legal or not. (Chaotic)
4	**Greed:** Everything I make I sell, I don't care who it hurts. (Evil)
5	**Community:** I invent to help myself, my friends, and my family, and other people can do the same if they want inventions. (Neutral)
6	**Safety:** I build so that harm may not come to myself and those I care about. (Any)

1d6	Bond
1	I once made a child very happy with an invention, I wish to do so again.
2	My inventions are like family to me, so I protect them as best I can.
3	I seek to blend technology with magic, and create perfect harmony.
4	My old workshop is now in ruins due to an accident, I will *never* make that mistake again.
5	Anytime someone is hesitant or scared of my inventions I try to make them feel comfortable around them.
6	All the profits I make from selling my inventions go to my old masters back home.

1d6	Flaw
1	I enjoy my more dangerous inventions a little too much.
2	Money is the only thing that motivates me.
3	The best inventions are the ones that harm others.
4	I always over analyze any and all situations.
5	Explosions are adorable.
6	One of my inventions horribly mangled someone influential, and they hunt me to this day.

Experiment

You are the product of twisted experimentation and the manipulation of life itself. Your master, driven by insatiable curiosity and a desire to push the limits of godlike power, meticulously crafted you. It is uncertain whether you were created by your master's own hands or forcibly modified through abduction. However, you have managed to break free from your confines and find your place in the outside world, either by adapting to its intricacies or defying its challenges for survival.

During your time under your creator's control, you may have endured malicious tests and torturous experiments, confined within his laboratory and bound in chains. Alternatively, he could have displayed an obsessive and caring nature, nurturing and refining you in the relentless pursuit of perfection. Perhaps you were kept in a cage or trapped in an atrium, subjected to the sadistic amusement of a jeering crowd. It is also possible that a team of curious voyeurs, consisting of multiple magicians or scientists, was involved, driven by an unyielding thirst to push the boundaries of the natural world.

The circumstances of your liberation remain uncertain. Did you manage to escape through your own cunning and resourcefulness, overcoming countless obstacles? Or were you unexpectedly set free by unknown forces or an act of mercy? Furthermore, it is unclear whether there were others like you, fellow creations or victims of the experiments, who shared your plight or fought alongside you in your quest for freedom.

Skill Proficiencies: Choose one of Deception, Medicine, Perception, Psicraft or Survival
Tool Proficiencies: Choose one of Herbalism Kit, Disguise Kit, Thieve's Tools, Alchemist's Supplies
Languages: Any one of your choice
Equipment: A backpack, a set of common or traveler's clothes, a sack, a flashlight, two flasks of oil, a crowbar, a flask, a bedroll, (incomplete?) lab notes on the experiment, 300 Talons and 50 feet of rope or wire.

Purpose

Why were you created?

1d6	Purpose
1	To wreak a terrible vengeance on my creator's enemies.
2	To be the replacement child my creator could not have or lost.
3	To satisfy the intellectual curiosity of my creator and then be forgotten.
4	As punishment for my or my family's misdeeds.
5	To be the first of a new race.
6	As a terrible mistake that should never been made.

Feature: Scars of Conception

You bear a physical deformity that unmistakably identifies you as a victim of arcane or physiological anatomization. This peculiar abnormality stems from a distinctive procedure, which serves as a telltale sign of the group or individual responsible for your transformation. Those who share a similar fate as you, along with knowledgeable individuals such as scientists, wizards, and students acquainted with your captor's endeavors, can readily discern this marking. Noteworthy disfigurements may encompass a stooped posture, integrated mechanical components, visible scars from cranial vivisection, protruding bone or metal, grafts of animal appendages, discernible elemental veins coursing beneath your skin, or any other conspicuous and distinct physical abnormalities.

Furthermore, you possess a rudimentary understanding of laboratory layouts in a general sense. You are acquainted with the purposes and functions, if not the specific names, of laboratory apparatus such as athanors, alembics, pressure chambers, electric baths, blood transfusion machines, and esoteric implements used in arcane surgical procedures.

Alternate Feature: Success

The experiment conducted on you turned out to be a success! You are either one of the first successful subjects, or a later recipient of the perfected process, and were released into the world to carry out your purpose. Work with your GM to determine what your purpose is, and whether or not you are still subservient to your creator. (Likely purposes include being a super-soldier, begetting superior progeny, fulfilling some function in a ritual/machine/prophecy, etc.)

As a consequence of the experiment, you have control over your cosmetic quality, and can control its appearance or apparence as part of how you communicate. (For example, a character with sharp teeth could bare their fangs to threaten, a character with bioluminescence could give off colored flashes to express emotion, a hybrid could change their attire to emphasize the traits of one race to appear very different, etc.) Anyone familiar with the experiment will notice you right away though, as you're famous in a small circle of researchers.

Suggested Characteristics

Your tortured experience has left scars, both psychological and physical.

1d8	Personality Trait
1	I like bright lights.
2	There's a spot behind my ear I need to scratch and it's driving me crazy.
3	I can't speak to the opposite sex very well yet.
4	Communicating with me is difficult, until I feel comfortable with you.
5	Every so often I get urges to eat lots of food, it makes me very happy.
6	I find myself confused when people hug.
7	Sometimes I just like to relax and pop the blisters that rise up on my stomach.
8	I like to watch waves crash on beaches, they calm me.

1d6	Ideal
1	**Protection:** The highest evil is the invasion of another person's life. (Good)
2	**Survival:** Killing is okay if it's the elimination of possible risks to yourself. (Chaotic)
3	**Patience:** You can accomplish anything without harm, somehow. (Any)
4	**Revolution:** Freedom is unappreciated, and is one of the only things that deserves to be defended. (Chaotic)
5	**Vengeance:** I have endured so much pain, that anything I commit is justified, because it doesn't even compare to what I went through. (Evil)
6	**Endurance:** My pain was necessary, and has made me only stronger. (Lawful)

1d6	Bond
1	My master was the only person I felt knew my potential, and truly respected me.
2	I abandoned my family when I left, they're still trapped back there.
3	My strongest bond is to myself, no one ever helped me as much as I helped myself.
4	I will kill my master. It is inevitable.
5	I would not have escaped if it weren't for the comrades that helped me.
6	I forget who I was before I was, "changed".

1d6	Flaw
1	I hate it when people smile more than they should.
2	The sound of chains triggers painful memories.
3	I am filled with a ravenous desire to eat away at my flesh.
4	I rarely manage to sleep.
5	I get distracted easily.
6	Sometimes I weep uncontrollably. I can't explain it.

TIME TRAVELER

You were born far from the present, in an unknown future. But why did you travel back? Did you seek to meet an idol of yours? Are you merely an explorer? Perhaps you aim to save the world from a threat that devastated the future? Did you consciously choose to return? Who developed the technology? How does time travel function in your world? Perhaps you attempted to travel back but inadvertently found yourself transported to a different galaxy? What is your future like? Is time travel a singular event or a frequent phenomenon?

Skill Proficiencies: History and Technology or Medicine
Tool Proficiencies: Choose 2 from Artisans Tools.
Languages: You know common and one other language from the present or future
Equipment: One futuristic trinket or piece of tech, a Laser Pistol with 20 ammo, futuristic or modern clothes and a pouch containing future currency worth 400 Talons.

REASON

You must have returned from the future for a specific purpose. What is the reason behind your journey?

1d6	Purpose
1	I need to save my future by stopping something bad from happening in the past.
2	To save my future I must kill someone in the past.
3	Someone wronged me in the future, so now I seek to kill them when they were younger.
4	In my time I'm an outcast, so I'm trying to take refuge in the past.
5	The past is full of wonders and I want to explore and see them all.
6	My idol lived in the past and I want to meet them.

FEATURE: NOBODY

No one knows who you are; there are no records anywhere of your existence. You possess knowledge of certain events that have already occurred in your time, which may not have taken place yet in the current time (please consult with your GM regarding these specifics). These traits could potentially attract investigations, but they also grant you the ability to fabricate your identity more easily.

SUGGESTED CHARACTERISTICS

The reason you came back in time and your knowledge of the future, optimistic or not, guide your characteristics.

1d8	Personality Trait
1	I have a hard time adjusting to the ancient world around me.
2	I have a list of people and things I have to see.
3	I have no idea how I got here.
4	I hate this world and its antiquities.
5	I have futuristic rituals I have to conduct every day.
6	I think I should be part of my memory.
7	I am incredibly proud of my scientific breakthrough.
8	I am excited to live in this past world far from my future life.

1d6	Ideal
1	**Home:** I have to get home, I can't stay here. (Any)
2	**Legacy:** I have to leave my mark on the world no matter what. (Chaotic)
3	**Power:** I will use my knowledge of the universe to my advantage and others disadvantage. (Evil)
4	**Justice:** Someone wronged me in the past, I have to make it right. (Neutral)
5	**Heroism:** I have to stop a tragedy that has befallen my land. (Good)
6	**Responsibility:** I will use my knowledge of the world to help the people and do the right thing. (Lawful)

1d6	Bond
1	My family is out there somewhere, I know they're safe.
2	I am out there somewhere. I don't know what will happen if our paths cross.
3	My hero is still alive. I have to find him and warn him.
4	As long as I have this token of my home time I will be okay.
5	My greatest enemy hasn't been born yet.
6	I am completely and utterly alone.

1d6	Flaw
1	I like to tamper with history in ways that could prove catastrophic.
2	I know absolutely nothing of how I got here.
3	I stand out like a sore thumb everywhere I go.
4	I am not equipped for whatever the past may hand me.
5	I know everything about the future, at least, I think I do.
6	I have no flaws, my will is the way. Others may disagree.

Chapter 6

Feats

THE WORLD HAS UNDERGONE SIGNIFICANT CHANGES COMPARED TO THE ORIGINAL *FIFTH EDITION GAMING*. CLASSES NOW operate differently, as do weapons. Due to these changes, we have introduced new feats in addition to the existing ones. This chapter provides detailed information about these new feats.

Wild Talent

Prerequisite: Sanity of 13 or higher.
You discover a hidden talent for twisting the minds of your enemies using psionics. You gain the following benefits:

- Once per long rest and as an action, you may choose one creature that you can see within range, which must succeed on a Sanity saving throw or become *charmed* by you for the duration. While the target is charmed in this way a madness glows in its eyes. The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach. On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Sanity saving throw at the end of each of its turns. On a success, the spell ends. DC is 8 + your proficiency bonus + your Sanity modifier.
- You gain advantage to your Psicraft (Sanity) checks.

Firearms Expert

Thanks to extensive practice with firearms, you gain the following benefits:

- You gain proficiency with firearms or expertise if you already have it.
- You can reload your firearms as a bonus action.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a loaded one-handed firearm you are holding.

Signature Spell

Prerequisite: The ability to cast at least one spell.
You can select a single spell or ability from among those known to you as your signature move. You may add your spellcasting modifier to the damage roll of the chosen spell or ability.

DISARMER

Prerequisite: Strenght of 13 or higher.
You have mastered the use of your weapons to disarm your opponents. You gain the following benefits:

- You may take the Disarm action as a bonus action.
- On a failed Disarm attempt you no longer provoke an opportunity attack.

MIND OF STEEL

You are used to challenging the limits of your Sanity. You gain the following benefits:

- Your Sanity increases by 1.
- You gain proficiency with Sanity checks and saving throws.
- You cannot descend into indefinite madness. If you fail a saving throw that would result in indefinite madness, you suffer from long-term madness instead.

ALCHEMICAL EXPERT

Prerequisite: Intelligence of 13 or higher.
You have been trained by a practicing alchemist. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with Alchemist's Kit.
- During a long rest, you can attempt to create one nano-syringe with a market price of up to 2.000 Talons using the Alchemist's Kit. At the end of the rest, you make an Intelligence check against a DC 10 + the price of the item divided by 200. On a success, you create the item. On a failure, you do not create the item, and there is a 10% chance of an alchemical mishap (determined by the GM). You can attempt to create additional nano-syringes during a long rest. If you attempt to create two items, increase the DC by 2 for the ability check to create each item. If you attempt to create three items, increase the DC by 5. If you attempt to create four or more items, increase the DC by 10.

ILLUSIONIST

You are capable of tricking those around you, making small objects disappear or appear seemingly out of nowhere. You gain the following benefits:

- Increase your Dexterity or Charisma score by 1, up to a maximum of 20.
- You gain advantage on opposed checks using Dexterity (Sleight of Hand), Charisma (Performance), and Charisma (Deception) when attempting to mislead or distract onlookers with your tricks.
- When you draw a small concealed weapon (such as a dagger or a dart) and use it to attack immediately after, you have advantage on the attack roll.

ONE HANDER

Prerequisite: Dexterity of 13 or higher.
While you are holding a weapon in one hand and nothing in the other hand, you gain the following benefits:

- Your melee weapon attacks made with advantage deal an additional 1d6 damage.
- When an enemy attacks you, you can use your reaction to make a Dexterity (Acrobatics) check to jump out of the way. Replace your Armor Class by the result if it's higher.
- After you attack an opponent, you can swap your weapon to your other hand as a bonus action. Make a Dexterity (Sleight of Hand) check contested by your opponent's Wisdom (Perception). If you win the contest, you have advantage on your first attack against that opponent in the next round. You cannot use this feature again against the same opponent, until you take a short or long rest.

DIRTY BRAWLER

You'd rather live fighting dirty than die fighting fair. You gain the following benefits:

- As an action, you can attempt to throw sand in an opponent's eyes (assuming you have some available). The opponent must make a Dexterity saving throw of DC 8 + your proficiency bonus + your Dexterity modifier or be *blinded* for one round. If you have multiple attacks, this takes up only one of them.
- You have proficiency with all improvised weapons, and you can choose to deal 1d12 damage with an improvised weapon. If you do so, the improvised weapon breaks and can no longer be used as such.
- When you make an opportunity attack, you can *Push* the target instead of making a regular attack.

MANIPULATOR

You are a master of words, using them as weapons to confuse and manipulate others. You gain the following benefits:

- Increase your Charisma score by 1, up to a maximum of 20.
- While talking to a creature that understands you, you can attempt to distract it by making a Charisma (Deception) check opposed by the creature's Wisdom (Insight) check. If you win the contest, the creature has disadvantage on Wisdom (Perception) and Wisdom (Insight) as long as you continue talking. You can affect a number of targets up to 1 + your Charisma modifier (minimum of 1).
- When a creature attempts to lie or hide information from you by making a Charisma (Deception) check and fails, you can make a Charisma (Persuation) check opposed by the creature's Charisma (Deception). If you win the contest, the creature accidentally reveals the truth.
- If you make a Charisma (Persuation) check and fail, you can try to recover by making a Charisma (Deception) check, which replaces your original result. You must use the new result.

BLIND FIGHTER

You are amazingly skilled at pinpointing a creature's location by means of sound and subtle movements in the air or the ground, allowing you to fight even when you're not able to see. As long as you are able to hear, you gain the following benefits:

- When there is a creature you can hear but can't see (whether because you're blinded or because they are invisible), you don't suffer disadvantage on attack rolls against it, and it doesn't have advantage on attack rolls against you.
- You don't suffer disadvantage on Wisdom (Perception) checks when in a lightly or heavily obscured area.

FLYING PROJECTILES

Prerequisite: Dexterity of 13 or higher.
You are particularly adept with small thrown weapons like daggers and darts. You gain the following benefits.

- Attacks you make with thrown weapons ignore half cover and three-quarters cover.
- You can treat any light weapon (<4 lb) as a thrown weapon with a range of 20/60.
- You can wield two throwing weapons in one hand. When you use the Attack action you can make an attack with both of those weapons.

BATTLEWISE

Prerequisite: Wisdom of 13 or higher.
While in combat, you enter a state of heightened awareness, giving you the following benefits:

- You can use your Wisdom modifier in place of your Dexterity modifier for determining initiative.
- You know the approximate hit points percentage of each adjacent enemy and ally.
- As long as you are not surprised, you have advantage on rolls to resist push, disarm, grapple, overrun, and trip attempts.
- When an enemy adjacent to you attacks an ally, you can use your reaction to grant that ally advantage on their next attack against that enemy.